



Gary Gygax Q&A: Part XII

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Col_Pladoh

Wednesday, 16th August, 2006, 06:32 PM

Gary Gygax Q&A: Part XII

Here's the next thread in the Q&A session.

I'll take this opportunity to state formally that I will be a GoH at next year's GenCon, number XL :eek:

Peter has also invited Len Lakofka, so Stephen Colbert, take note!

Cheers,
Gary

Col_Pladoh

Wednesday, 16th August, 2006, 06:37 PM

:heh:

I forgot to indicate I wanted email notification to responses to this thread :heh:

Cheers,
Gary

allencon

Wednesday, 16th August, 2006, 07:52 PM

Salutations

Greetings Mr. Gygax!

May this message find you well. I have been an player of Dungeons and Dragons for more than 10 years. Much of what I have observed in the changes through the various editions, materials, and mechanics I have enjoyed and have had many good gaming experiences with others, both as a fellow PC and as a DM. There have also been hick-ups along the way. Certain mechanics could and should be done more thoughtfully, with a closer attention payed toward cross-class equity of powers and abilities, and tools to help players develop a good concept for their character, not what combination of race, skills, spells makes the best number crunching exercise. One concern to me of late has been this tendency to make the DM a robot at the utter mercy of suppliments and dare I say "munchkin-esque" players. Case in point the recent Monster Manual IV insulted not only my expectations of what a monster manual should be, but also my intelligence. Yes as advertized the monsters were "easy" to run, if one enjoyed guessing the hit die type of creatures and hit point break down. They also redundant classed monsters, unmemmorable and made for a generally "underwhelming" experience. This has not been the first instance of this trend. Providing sound mechanics for players to try new options is good. It is what has enabled the game to evolve and thrive. But at times it almost feels like a straight jacket or that as DM's we are being spoon-fed everything. In other words it is as if DM's are no longer encouraged to come up with creative solutions on their own. In some instances when a brave DM peers beyond the margins of text rules, there are the hyper-reactive snapping maws of rules lawyers and other bugbears of free thinking.

My personal taste is that I enjoy the 3E/3.5 mechanic - still it has room for improvement - but I would like to see some sort of return of DM authority, or at least an environment where PCs and DMs can corporately solve problems creatively and imagine fun innovations. Within your enduring gaming experience, have you noticed a similar trend? What do you forsee happening within the current edition that will change this for the better, or not?

dead

Thursday, 17th August, 2006, 07:56 AM

Hi Gary,

Will there be a map of your Greyhawk city in the new Saga of Old City release?

Thanks

BOZ

Thursday, 17th August, 2006, 08:10 AM

Quote:

Originally Posted by **Col_Pladoh**

:heh:

I forgot to indicate I wanted email notification to responses to this thread :heh:

Cheers,
Gary

that was turned off for awhile - is it back on yet?

Quote:

Originally Posted by **allencon**

Greetings Mr. Gygax!

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Thanks for sharing your take on the current D&D system.

Considering what I have heard about the focus of 4E, your desires are likely to go unfulfilled, as I am led to believe support for earlier versions of the game will also be. Of course this is based on speculative essays regarding the matter...

Cheers,
Gary

Quote:

Originally Posted by **dead**

Hi Gary,

Will there be a map of your Greyhawk city in the new Saga of Old City release?

Thanks

Heh,

Sadly, no, as a detailed one was never done. I winged it from first a one-page map, then a general four-page version. The vast detailed map that was to be around 4' by 6' when completed was never finished, parts of it languishing somewhere in the basement storage areas here.

Cheers,
Gary

Quote:

Originally Posted by **BOZ**

that was turned off for awhile - is it back on yet?

It seems that I am getting notices well today :D

Of course when I initially tried to access the website this AM it was so slow in responding that I went elsewhere until just recently.

Cheers,
Gary

Being a relatively new member of this forum, I wanted to take the opportunity to say hey there! I live just down the road from you in Janesville, and started playing D&D in 1979 as part of a school project in my Gifted & Talented program. I haven't had too much exposure to other game systems, but have played 1st ed. through 3.5. Ok, ok, enough of the hero worship.

I really enjoyed your interview on the 2nd D&D movie. Your take on the vancian spellcasting got me thinking. I would love to hear how you feel about the Mana Point style of magic that is increasing in popularity. I haven't used it yet, but it sounds a little bit like how Psionics work. Do you still prefer the Vancian system or do you see promise for a Mana Point system?

Col_Pladoh

Thursday, 17th August, 2006, 09:40 PM

[QUOTE=The Levitator]

Trying to get a rise out of me, are you?

:lol:

Quote:

Being a relatively new member of this forum, I wanted to take the opportunity to say hey there! I live just down the road from you in Janesville, and started playing D&D in 1979 as part of a school project in my Gifted & Talented program. I haven't had too much exposure to other game systems, but have played 1st ed. through 3.5. Ok, ok, enough of the hero worship.

As a matter of fact I lived even nearer when we had a place just off County P between Clinton and Beloit. Back in those days the game group that met at my place consisted of Mike Gray, Jim Ward, Luke Gygax, Sonny Savage, Richard and David Kuntz, and Mitch Preston...at various times. As a matter of fact Ian Livingstone and Steve Jackson, founders of Games Workshop came there and played too, also getting bad cases of poison oak helping me clear those vines from the trees around the place. Seems I am pretty well immune to that plant's toxin :lol:

Quote:

I really enjoyed your interview on the 2nd D&D movie. Your take on the vancian spellcasting got me thinking. I would love to hear how you feel about the Mana Point style of magic that is increasing in popularity. I haven't used it yet, but it sounds a little bit like how Psionics work. Do you still prefer the Vancian system or do you see promise for a Mana Point system?

For the AD&D game I still prefer far and away the "Vancian" system." It makes players with spell-casting characters plan ahead while keeping their PCs from dominating play.

In my newer skill-bundle-based *Legendary Adventure* RPG I have "Activation Energy Points." Using the term manna is so anthro-ethnologist 1930s it turns my stomach :eek:

Cheers,
Gary

Flexor the Mighty!

Thursday, 17th August, 2006, 09:47 PM

How's the CZ stuff coming along Gary? My group finished Dark Chateau and the clues leading to the castle are consuming them with desire to storm it and take its secrets by force!

So needless to say I need a little help over here. :)

Hope everything is well and you are feeling wonderful.

Aaron

Col_Pladoh

Thursday, 17th August, 2006, 10:45 PM

Quote:

*Originally Posted by **Flexor the Mighty!***

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Hope everything is well and you are feeling wonderful.

Aaron

Steve Chenault has my CZ setting level plan and outline with special encounters in hand so as to work up a full schematic of the lot by Monday. The cross connections and secret entrances/exits are many and complex, so he thought a map of the lot essential. I expect it will assist tremendously, and I should have it for review as noted.

When that's done I'll be passing along a level map or two to use as a general template or for a specific level, and generally overseeing and developing the work for each of the many levels.

things are moving along well, but in my estimation it will be in the spring of next year before the completed modules begin rolling off the production line. Before those hit I believe many of the Yggsburgh Town Detail modules should be available in pdf format.

All that is informal, me proposing, the Trolls disposing.

Grudgingly, I'll admit to feeling pretty chipper, doing more work than I want to, even passed on Wednesday's boardgaming session to work on the last piece of CZ "bible" material to get it into Steve's hands yesterday.

Cheers,
Gary

Ron

Thursday, 17th August, 2006, 11:15 PM

Gary,

I was reading the late AD&D releases, such as the Dungeoneer and Wilderness Survival Guides and Manual of Planes and they they did have a different quality from the earlier AD&D releases, especially Manual of Planes. Was you involved with those projects? I believe MoP was released after you left TSR but is it based in your notes or something?

rossik

Friday, 18th August, 2006, 05:53 AM

hi mr gygax!

..i didnt notice the 11 part was ended...eheehsorry.

what do u think about giving classes to dragons?

doesnt it seems a little stranger?

a dragon thief??? :\

(im gonna cut and paste the last question of mine, if u dont mind! :p)

"thanks guys!

that helped a lot!

oh, one more thing:

risking to go too far (sorry for that!!), whats the chance of getting an autograph from mr gygax? is the only way getting into gen con kinnda of event?

there is nothing like a fan club here, in brazil... :("

Steverooo

Friday, 18th August, 2006, 07:21 AM

Quote:

*Originally Posted by **Col_Pladoh***

:heh:

I forgot to indicate I wanted email notification to responses to this thread :heh:

*Cheers,
Gary*

Notifications to older threads are probably out...

<http://www.enworld.org/showthread.php?t=171774>

Col_Pladoh

Friday, 18th August, 2006, 05:46 PM

Quote:

*Originally Posted by **Ron***

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Pardon me, but no, I had nothing to do with those books

I would not have approved of those splat books, as they encouraged power gaming and were a bad investment for D&Ders IMO, did little to make the game better.

Cheers,
Gary

Col_Pladoh

Friday, 18th August, 2006, 05:50 PM

Quote:

*Originally Posted by **rossik***

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Frankly, I find the concept of dragons as player characters of occassional human-like appearance to be absolutely out of place. No more need be said on this topic ;)

I am always hponored to give autographs, and I do them by mail when the individual sends an addrssed return envelope with postage paid. No other form of mail return is acceptable beacuse of the difficulties of going to the post office here.

Cheers,
Gary

Col_Pladoh

Friday, 18th August, 2006, 05:52 PM

Quote:

Originally Posted by **Steverooo**

Notifications to older threads are probably out...

<http://www.enworld.org/showthread.php?t=171774>

Quite so.

Cheers,
Gary

Geoffrey

Friday, 18th August, 2006, 07:14 PM

Gary, I myself prefer for all player characters/avatars to be human. I am wondering what (if anything in particular) made you change your mind about monster player characters between 1974 (when you wrote in the OD&D rules that players could play just about anything, even balrogs) and 1979 (when you wrote in the DMG that players playing monsters is not a good idea).

Col_Pladoh

Friday, 18th August, 2006, 07:32 PM

Quote:

Originally Posted by **Geoffrey**

Gary, I myself prefer for all player characters/avatars to be human. I am wondering what (if anything in particular) made you change your mind about monster player characters between 1974 (when you wrote in the OD&D rules that players could play just about anything, even balrogs) and 1979 (when you wrote in the DMG that players playing monsters is not a good idea).

Would you believe three decades of experience?

:lol: :lol: :lol:
Gary

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Gary Gygax Q&A: Part XII

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Ron

Friday, 18th August, 2006, 09:51 PM

Quote:

*Originally Posted by Col_Pladoh**Pardon me, but no, I had nothing to do with those books**I would not have approved of those splat books, as they encouraged power gaming and were a bad investment for D&Ders IMO, did little to makee the game better.**Cheers,
Gary*

That's what I was thinking. I found most of the Survival Guides useless, except for the proficiency system (taken from Oriental Adventures), which, despite the fact I liked, sounded a little out of place in AD&D, if you allow me the criticism. Still, I would like very much to see a Manual of Planes written by you. I think it would be much more inspiring than any Planescape or similar release by TSR/WotC. Perhaps you should consider it sometime.

Thanks,

Ron

Col_Pladoh

Friday, 18th August, 2006, 10:02 PM

Quote:

*Originally Posted by Ron**That's what I was thinking. I found most of the Survival Guides useless, except for the proficiency system (taken from Oriental Adventures), which, despite the fact I liked, sounded a little out of place in AD&D, if you allow me the criticism. Still, I would like very much to see a Manual of Planes written by you. I think it would be much more inspiring than any Planescape or similar release by TSR/WotC. Perhaps you should consider it sometime.**Thanks,**Ron*

Thanks Ron,

The days when I could and did write for the D&D games are long gone.

You might want to check out the Cosmos Builder by Richard Balsley, the seventh volume of the "Gygaxian Fantasy worlds" series of generic reference books published by Troll Lord Games.

Cheers,
Gary

Hellefire

Saturday, 19th August, 2006, 12:16 AM

Hey Gary

I just wanted to say. I, my wife and my father and my baby girl had breakfast with you last year when I was in the states, and had many interesting conversations. Due to some real life issues, I have not been in touch in a while. I will be emailing you soon. I have been getting yet another generation of players interested in the game, and have been thinking about you lately. I hope all is going well for you, and I miss our conversations.

Aaron
Alaska/Poland/Wherever

Treebore

Saturday, 19th August, 2006, 03:49 AM

At GenCon I had the pleasure of being given glimpses of the early stages of P.B.'s maps for Yggsburgh/Zagygy, and I am positive I will be very happy with the final drafts. Besides, Peter just does gorgeous maps. He definitely takes them to a new level of art-form.

I also thought you would be very pleased to know my 14 year old daughter is using your World Builder and Nations Builder books for creating her first campaign world (that will be fully worked out), plus she is telling me she wants your "Names" book as well. Probably Canting Crew too. So your "legacy" is definitely moving on to one more generation. Even if your only "Series Editor" on some of the books.

I told her to check out your 1E DMG as well. :)

Since she is so impressed with the cool ideas/tools/utilities of those books she now wants to read through my LA Essentials books too. :D

Col_Pladoh

Saturday, 19th August, 2006, 05:07 PM

Quote:

Originally Posted by **Hellefire**

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Aaron
Alaska/Poland/Wherever

Hi Aaron,

Ahh, breakfast out... :cool:

All too often the demands of real life do interfere with fun and games, agreed. I am way too busy for a chap that is supposed to be semi-retired, but it is always good to receive an email message from a fellow...even when I must oftentimes perform respond in brevity.

Cheerio,
Gary

Col_Pladoh

Saturday, 19th August, 2006, 05:15 PM

Quote:

Originally Posted by **Treebore**

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I told her to check out your 1E DMG as well. :)

Since she is so impressed with the cool ideas/tools/utilities of those books she now wants to read through my LA Essentials books too. :D

Hi Treebore,

Whoa, and your daughter is a valued customer as well as a fellow gamer :lol: Please tell her that I am glad to learn she is finding those reference works inspirational and useful. As a word of advice, she might well wish to have a look at *Living Fantasy*, as it promulgates the cultural and social bases likely to be used in a fantasy world campaign setting. Not a few consider it an essential book for building a quasi-European late medieval FRPG milieu.

Holler if I can be of any assistance in regards information of the GFW series type or the LA game.

Cheers,
Gary

Treebore

Saturday, 19th August, 2006, 05:56 PM

The premise of this campaign world is that it is a variety of lycanthrope creatures. They also are not evil, or good, by default. Plus "normal" humans are ruled by the lycanthropes. She is definitely trying to give them huge cultural differences. For example she is drawing on L5R (Legend of the Five Rings) for the "culture" of the Leo's (Lions). She is thinking Canting Crew would give her plenty of material for developing a distinct culture for the were-rats.

She is still very much in the early/rough stages. She has a two page map drawn up with the major geological features and political borders and she is "building" from there. Which is how I believe you suggested to do it in the introduction you wrote for one of the books.

Col_Pladoh

Saturday, 19th August, 2006, 06:54 PM

Quote:

Originally Posted by **Treebore**

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:eek:

Your daughter is highly ambitious in her creativity. Creating distinct, basically non-human cultures and the societies that would logically develop therefrom is a creative endeavor I have shied away from because of the demands it will make on knowledge, innovation, creativity...and time and effort to establish and rework the lot until all is suitably exotically non-human. If she completes the work as planned, it should surely be published :cool:

Cheers,
Gary

Treebore

Saturday, 19th August, 2006, 07:35 PM

My daughter has Aspergers. Kind of an "Autism lite". She really enjoys getting into and working out the details. Plus she really enjoys art, whether it is drawing or writing or sculpting. I mean she has been faceting and cabbng gemstones with me since she was 9. Does better work than me too!

I doubt she will do a big and exhaustive work on this. I'm figuring she will do enough of an "outline" to where we'll know and understand what we need to know to play well, and the rest will give her enough of a reminder to run it the way she has envisioned in her mind.

If it gets close to printable I'll definitely encourage her to take it the rest of the way and see if the Trolls or Necromancer would be interested in publishing it.

BTW, she is on her third book for Necromancer as an interior artist. The Trolls have signed her on at GenCon to do the 1,001 Monster book. All at the age of 14. I didn't do anything half as noteworthy until I was 19 and in the Navy.

She is definitely making her Aspergers work for her. :D

Col_Pladoh

Saturday, 19th August, 2006, 08:35 PM

Dang, Treebor!

That's impressive to me, especially because I love gemstones, mainly the colored ones...perhaps set off by diamonds or pearls... :lol: I'd love a chest full of diamonds, corundum and other colored gemstones to admire even if those stones were a penny a carat!

Actually, what you describe as the likely approach your daughter will take makes excellent creative sense. Playing experience will enable a fleshing out of the initial pass, discover changes necessary, if that appeals. All the while she has her art to employ for full creative expression.

That is most satisfactory all around and surely pleases her pappy :)

Cheers,
Gary

Treebore

Saturday, 19th August, 2006, 09:17 PM

I sure am!

On the gemstones, with my wife's health being what it is we are "retiring" from the custom jewelry design business. We are selling off our "rocks" at a major auction house in Phoenix, AZ. Anyways, I don't know about a "penny per carat", but I'll see what I can do for you.

If you don't care about the best cut and color I can definitely do a lot. I'll see what I can part with and bring it as a gift for you at the next LGGC. If you don't care much about the cut and color quality. I assure you it will still awake the dragon in you. :)

Col_Pladoh

Saturday, 19th August, 2006, 09:22 PM

Quote:

*Originally Posted by **Treebore***

I sure am!

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Howdy Amigo,

No surprise about you being proud.

Son Alex has considered learning metal smithing to be a jewelry maker, but I don't think it is a consuming interest.

You are too kind, and I can not accept such gifts, but the thought surely counts :D

See you either this vcoming January (the next proposed LGGC) or in the more clement June weather for LGGC III.

Cheers,
Gary

Quote:

Originally Posted by **Treebore**

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Hunh. That's pretty cool, TB. Actually, it reminds me of an old GM I used to have, who had very little written up about his campaign, but a LOT of drawings and sketches. Was a pretty cool campaign. I think I'm gonna set-up another thread on just this topic.

Col_Pladoh

Saturday, 19th August, 2006, 09:31 PM

Quote:

Originally Posted by **Wik**

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Absolutely!

The old adage of one picture being worth a thousand words is applicale to being a GM. It even forced me into making crude sketches :eek: Would I was able to properly draw... :\

Cheers,
Gary

Treebore

Saturday, 19th August, 2006, 09:43 PM

Quote:

Originally Posted by **Col_Pladoh**

Howdy Amigo,

...You are too kind, and I can not accept such gifts, but the thought surely counts :D

See you either this vcoming January (the next proposed LGGC) or in the more clement June weather for LGGC III.

*Cheers,
Gary*

Now I am anxious to see if your "dragon" will let you say no. Unless you mean there is some kind of legal reason you would have to refuse. If that is the case then I won't tempt your dragon. Otherwise, don't worry about it. It is a gift, free of all "attachments". If nothing else consider it a reciprocating gift for all the intangible and priceless gifts your game has given me over the last 20+ years.

Besides, it won't be so "valuable" as requiring a reporting of it to the IRS. It will be well below \$5,000.00. Plus I won't be giving you anything that will hurt me to do so.

Anyway, I'll bring it. If you still have to say no, so be it. I won't be offended, just dissappointed. But I will understand and not hold it against you. OK? :cool:

January LGGC? Where is that being discussed? I've missed anything about it on the Trolls messageboards.

Wik

Saturday, 19th August, 2006, 09:48 PM

Quote:

Originally Posted by **Col_Pladoh**

Absolutely!

The old adage of one picture being worth a thousand words is applicale to being a GM. It even forced me into making crude sketches :eek: Would I was able to properly draw... :

*Cheers,
Gary*

Yeah, I *wish* I could draw. I *really* wish I had an artist in my group who could artistically recreate a lot of the scenes that have happened to our gaming group. Sort of my "at the table" fantasy, if you will.

Which begs the question, since I'm here anyways... how many of those old D&D drawings were inspired by actual, at-the-table events? To give an example, Emirikol the Chaotic in the DMG... that piece always made me think that it was the artist's personal favourite character, and he decided to immortalize the character in print.

Col_Pladoh

Saturday, 19th August, 2006, 10:08 PM

Quote:

*Originally Posted by **Treebore***

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January LGGC? Where is that being discussed? I've missed anything about it on the Trolls messageboards.

My dragon has a double handful of quarts "gems" of c. 200 to 1200 carat weight each, most at the upper end :lol: We have some of them in a "treasure chest" with foreign coins and glass "jewels" and even a phoney gold dubloon.

In her costume jewelry collecting, seldom selling (am I daft! :) wife Gail has acquired a few little semi-precious faceted stones. Alex set a blue topaz from that collection into a silver ring he made for her when in school. should have had an aqua', but..

That sounds like way too much for a gift. If you insist I might accept a few low value stones of pretty color and exchange some gaming material for them, sort of like John Dunbar did with the Dakota in *Dances with Wolves* I really enjoy watching that flick :D

Davis and I sort of cooked up a second LGGC. I lobbied hard for one in mid-October bit the Trolls personal family considerations mitigated against that, so not Davis is urging Steve to do a January con just as TSR used to have Winter Fantasy as a small event here. It is not absolutely set yet, but there is a fair to middling change it will happen.

Cheers,
Gary

Col_Pladoh

Saturday, 19th August, 2006, 10:13 PM

Quote:

*Originally Posted by **Wik***

*Yeah, I *wish* I could draw. I *really* wish I had an artist in my group who could artistically recreate a lot of the scenes that have happened to our gaming group. Sort of my "at the table" fantasy, if you will.*

Yes! A captive artist there to illustrate as you direct. Waht a great boon that would eb to the GM and theplayer group alike...save for the enslaved artist :lol:

Quote:

Which begs the question, since I'm here anyways... how many of those old D&D drawings were inspired by actual, at-the-table events? To give an example, Emirikol the Chaotic in the DMG... that piece always made me think that it was the artist's personal favourite character, and he decided to immortalize the character in print.

Indeed, I gave little art direction, figuring that there were others more able to come up with something worthwhile than could I. In short, only the illustrator concerned can answer such questions, as they played their cards close to the vest.

Cheers,
Gary

Treebore

Saturday, 19th August, 2006, 10:25 PM

Quote:

*Originally Posted by **Col_Pladoh***

My dragon has a double handful of quarts "gems" of c. 200 to 1200 carat weight each, most at the upper end :lol: We have some of them in a "treasure chest" with foreign coins and glass "jewels" and even a phoney gold dubloon.

In her costume jewelry collecting, seldom selling (am I daft! :) wife Gail has acquired a few little semi-precious faceted stones. Alex set a blue topaz from that collection into a silver ring he made for her when in school. should have had an aqua', but..

*That sounds like way too much for a gift. If you insist I might accept a few low value stones of pretty color and exchange some gaming material for them, sort of like John Dunbar did with the Dakota in *Dances with Wolves* I really enjoy watching that flick :D*

Davis and I sort of cooked up a second LGGC. I lobbied hard for one in mid-October bit the Trolls personal family considerations mitigated against that, so not Davis is urging Steve to do a January con just as TSR used to have Winter Fantasy as a small event here. It is not absolutely set yet, but there is a fair to middling change it will happen.

Cheers,
Gary

Deal! Maybe I'll risk bringing along a couple of "favorites" to show you.

Glad the mid-October timeframe didn't work out. To soon after GenCon! The January dates I can probably make, depending on weather and my kids school needs. July should be for sure, especially if I don't make the January LGGC.

Plus I want to make Troll Con V in March in OK.

Blustar

Saturday, 19th August, 2006, 11:28 PM

Quote:

*Originally Posted by **Col_Pladoh***

Here's the next thread in the Q&A session.

I'll take this opportunity to state formally that I will be a GoH at next year's GenCon, number XL :eek:

Peter has also invited Len Lakofka, so Stephen Colbert, take note!

Cheers,
Gary

I've never made it to GenCon but I'm starting a slush fund now. GenCon or bust!!!
I hope to see you there...

Blue

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Gary Gygax Q&A: Part XII

Printable View

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Page 3 of 46 First 1 2 3 4 5 6 7 8 9 10 11 12 13 ... Last

Nathan P. Mahney

Sunday, 20th August, 2006, 12:26 AM

Quote:

Originally Posted by **Col_Pladoh**

Dang, Treebor!

That's impressive to me, especially because I love gemstones, mainly the colored ones...perhaps set off by diamonds or pearls... :lol: I'd love a chest full of diamonds, corundum and other colored gemstones to admire even if those stones were a penny a carat!

So much about the game suddenly makes sense!

- Nathan P. Mahney -

Col_Pladoh

Sunday, 20th August, 2006, 12:54 AM

Quote:

Originally Posted by **Blustar**

I've never made it to GenCon but I'm starting a slush fund now. GenCon or bust!!!
I hope to see you there...

Blue

Heh,

Actually, you should come to the small and intimate Lake Geneva Game Convention, but everyone should attend Gencon at least once in their life. It is the largest and has the most exhibits of any other gaming event.

If you do make it, be sure and look me up and don't be shy about speaking to me, I am just another gamer, one with a neurotic compulsion to write stuff as well as play stuff :lol:

Anyway, I ain't hard to recognize, and I'll likely be at the Troll Lord Games booth pretty often. I am told that they'll have a four-space island next year, so the booth should be fairly easy to locate.

Cheers,
Gary

Treebore

Sunday, 20th August, 2006, 01:54 AM

Yep, 4 spaces on the end, instead of one hard to spot out of the way space. They will even have Peter set up doing his art sales/stuff in their area.

Col_Pladoh

Sunday, 20th August, 2006, 09:36 PM

Quote:

Originally Posted by **Treebore**

Yep, 4 spaces on the end, instead of one hard to spot out of the way space. They will even have Peter set up doing his art sales/stuff in their area.

Gee, it has been a long time since I was in a booth autographing where I was lucky to get about a yard of space. With the Trolls having four tables it's likely I can get a yard and a third :lol:

Cheers,
Gary

Col_Pladoh

Sunday, 20th August, 2006, 09:37 PM

Quote:

Originally Posted by **Nathan P. Mahney**

So much about the game suddenly makes sense!

- Nathan P. Mahney -

Right you are...

Now hand over all those precious stones you are hiding!

:lol:
Gary

allencon

Monday, 21st August, 2006, 04:54 AM

Thank you, Mr. Gygax

Dear Mr. Gygax,

Thank you for your reply to my question. It is very thoughtful of you to take time to read through so much correspondence, be it on line or through the mail. Though I enjoy some parts of the current edition I still read through my copy of the Advanced Dungeons Master Guide. Its cover art with the mysterious man enveloped in deep cerulean blue green robes I enjoyed, for its approachability, content and information. Thanks for having worked so long and hard over many years to produce a game that has brought enjoyment to so many.

Sincerely - under the nom de plume

Allencon

seskis281

Monday, 21st August, 2006, 02:46 PM

Hi Gary,

Just wanted to shout an add my support to the idea of a January LGGC... I am still bummed that surgery and other factors made me miss this year and getting to meet you, the Trolls and everyone else I've met via the boards so I would love something earlier than next summer!

P.S. My wife and I drove from Manitowoc to Missouri and back over the weekend and couldn't help but tip our caps (figuratively) as we passed the Lake Geneva exits off the interstate on the way.

John :)

Col_Pladoh

Monday, 21st August, 2006, 04:11 PM

Quote:

*Originally Posted by **allencon***

Dear Mr. Gygax,

Thank you for your reply to my question. It is very thoughtful of you to take time to read through so much correspondence, be it on line or through the mail. Though I enjoy some parts of the current edition I still read through my copy of the Advanced Dungeons Master Guide. Its cover art with the mysterious man enveloped in deep cerulean blue green robes I enjoyed, for its approachability, content and information. Thanks for having worked so long and hard over many years to produce a game that has brought enjoyment to so many.

Sincerely - under the nom de plume

Allencon

You are welcome :)

As a matter of fact, rading posts and respondig is a good deal like conversing with fellow gamers, and that is something I usually enjoy. It is also less work that writing creatively, so it is suitable for my semi-retired state :lol:

Cheers,
Gary

Col_Pladoh

Monday, 21st August, 2006, 04:19 PM

Quote:

*Originally Posted by **seskis281***

Hi Gary,

Just wanted to shout an add my support to the idea of a January LGGC... I am still bummed that surgery and other factors made me miss this year and getting to meet you, the Trolls and everyone else I've met via the boards so I would love something earlier than next summer!

P.S. My wife and I drove from Manitowoc to Missouri and back over the weekend and couldn't help but tip our caps (figuratively) as we passed the Lake Geneva exits off the interstate on the way.

John :)

Well...

I haven't had a confirmation, but with both Steve and Davis being up for it, the likelihood of a Frozen Lake Geneva Gaming Convention is pretty high. If it happens, rest assured that you'll be able to schmooze with everyone attending is also a sure thing, as it will be in a smallish building with relatively few attendees and many pick-up games--fun!

Next time you are passing near LG, swing off 43 at the Delevan exit. It is only about 20 minutes to our place, so stop in for a cup or coffee or tea and a brief chat. I am at home most of the time. Our next scheduled trip is when we head up to New Glarus in the fall.

Cheers,
Gary

Toric_Arthendain

Monday, 21st August, 2006, 04:44 PM

The only convention I've ever been to is a smallish local one. Next year is definitely the year that I *will* hit a convention out of my local area. Now to decide between Gen Con and the LGGC. I've always wanted to attend Gen Con but there is something about the smaller, intimate LGGC that is appealing. The chance to meet you, Gary, is a significant bonus for me as I consider you directly responsible for my obsession with role-playing games these last twenty-six years or so. :) I just need to decide if I want to have a chance to say "Hi" at Gen Con or have a chance at a longer conversation with the possibility of an actual game at the LGGC.

rossik

Monday, 21st August, 2006, 10:00 PM

Quote:

*Originally Posted by **Col_Pladoh***

Frankly, I find the concept of dragons as player characters of occasional human-like appearance to be absolutely out of place. No more need be said on this topic ;)

I am always honored to give autographs, and I do them by mail when the individual sends an addressed return envelope with postage paid. No other form of mail return is acceptable because of the difficulties of going to the post office here.

*Cheers,
Gary*

woooooowwww...so great!!!

...and how can i get your address? :o

back to Rpg questions:

mr gygax, we finally got an translation for the dragonlance chronicles trilogy ,by margaret weis and tracy hickman

but the translation guys make a big mistake, in my opinion: translating names.

some say that u have to translate, so u can pass the emotion of that name (as in "Goldmoon" to "Lua Dourada")

others say that u have to keep it original.

whats your opinion about name translation?

thanks in advance!!!

Col_Pladoh

Monday, 21st August, 2006, 11:10 PM

Quote:

*Originally Posted by **Toric_Arthendain***

The only convention I've ever been to is a smallish local one. Next year is definitely the year that I will hit a convention out of my local area. Now to decide between Gen Con and the LGGC. I've always wanted to attend Gen Con but there is something about the smaller, intimate LGGC that is appealing. The chance to meet you, Gary, is a significant bonus for me as I consider you directly responsible for my obsession with role-playing games these last twenty-six years or so. :) I just need to decide if I want to have a chance to say "Hi" at Gen Con or have a chance at a longer conversation with the possibility of an actual game at the LGGC.

Hi Amigo,

I will be at both the LGGC and Gencon next year. There is much more to see at GenCon than at the LGGC, rather like the big city compared to a small town. The excitement level and energy at Gencon are high indeed, while at LGGC things are relaxed and friendly. I guess the analogy fits well, although gaming is the main attraction at both events, and that's equally intense at both, even if there are not big tournaments at the LGGC as there are at GenCon.

You will likely enjoy either one, and the upcoming GenCon is the 40th... Then again, at the LGGC we play some games on my front porch, and this is where D&D began...

Decisions, decisions :confused:

:lol:
Gary

Col_Pladoh

Monday, 21st August, 2006, 11:18 PM

Quote:

*Originally Posted by **rossik***

woooooowwww...so great!!!

...and how can i get your address? :o

Email me: gggax@genevaonline.com

:)

Quote:

back to Rpg questions:

mr gygax, we finnaly got an translation for the dragonlance chronicles trilogy ,by margaret weis and tracy hickman

but the translation guys make a big mistake, in my opinion: translating names.

some say that u have to translate, so u can pass the emotion of that name (as in "Goldmoon" to "Lua Dourada")

others say that u have to keep it original.

whats your opinion about name translation?

thanks in advance!!!

This is a question of personal preference, and of names that have a real meaning. Some gamers prefer the more exotic untranslated names, while others find their equivalent in their own language has greater verisimilitude. As for me, I like the exotic sounding character names as long as they are pronouncable and seem to fit the persons. Otherwise, the translated name works better, as it enables relation to the story without jarring the mind with something that seems incongrous.

So, whatever you prefer is best.

Cheers,
Spearman (Gary)

grodog

Tuesday, 22nd August, 2006, 12:56 AM

As Guest of Honor for next year's GenCon, Gary, will you be hosting any special seminars/panels/retrospectives/etc.? It's been a few years since you were at GenCon, much less such a prestigious anniversary event :D

Thulcondar

Tuesday, 22nd August, 2006, 03:29 AM

Mr. Gygax,

First off, let me offer my apologies if the questions I ask have been covered already; I've only recently discovered your Q&A threads here, and several hours of slogging through them have been absolutely engrossing, but I'm nowhere near having read them all.

I'd like to start off with a question relating to one of my favorite series of modules penned by your good self; the Giants/Drow/Lolth series.

In it, you set up a wonderfully complex internal political struggle within the Drow society. On the one hand is clan Eilserv, having broken away from the worship of the demonness Lolth and using the giants' attacks on the surface to increase their influence within the Vault, at the expense of the more "orthodox" elements of Drow society who still worship Lolth. A clever party of adventurers would surely be able to use that conflict to their advantage; since the Elder Elemental God-worshipping Eilservs are the instigators behind the giant depredations, does it not make sense that their rivals the Lolth-worshipping establishment, could be a natural ally for the party?

However, that conclusion comes into question with the climax of the series of adventures, "Queen of the Demonweb Pits". Here, all of a sudden the big, bad villian seems to have been swapped out. Surely Lolth would have been pleased at the downfall of clan Eilserv (who had abandoned her worship and actively sought to supplant those loyal to her within the Vault) at the hands of the party. I'm curious as to how you envision the transformation of the chief villain of the piece from the Elder Elemental God to the demonness Lolth.

Also, on a somewhat-related note, I am currently having the pleasure of re-reading "Sea of Death". I'm wondering what relation the Eclavdra therein has to the Eclavdra featured in G3 and the following modules. Is it possible that, once clan Eilserv's plans were undone, she switched her allegiance to Graz'zt in an attempt to regain some of her lost status? Was Graz'zt perhaps masquerading as teh Elder Elemental God all along? It's of course entirely possible that it's just artistic license on your part, but I do enjoy trying to suss out these sorts of apparent conflicts...

And, last question for this post, I promise. Obmi the dwarf in G3 is listed as being Chaotic Neutral in alignment. Surely that's a typo, yes? He's really Chaotic Evil?

My thanks for thirty some-odd years of entertainment.

Col_Pladoh

Tuesday, 22nd August, 2006, 07:01 PM

Quote:

Originally Posted by **grodog**

As Guest of Honor for next year's GenCon, Gary, will you be hosting any special seminars/panels/retrospectives/etc.? It's been a few years since you were at GenCon, much less such a prestigious anniversary event :D

Hi Allan,

As we have not begun discussion of what I'll do there, it is not possible for me to supply an answer, speculate on the program I will have.

heers,
Gary

Flexor the Mighty!

Tuesday, 22nd August, 2006, 07:13 PM

You should run a huge AD&D game for the whole Con. A 25,000 man incursion into the Tomb of Horrors!

Col_Pladoh

Tuesday, 22nd August, 2006, 07:15 PM

Quote:

Originally Posted by **Thulcondar**

Mr. Gygax,

First off, let me offer my apologies if the questions I ask have been covered already; I've only recently discovered your Q&A threads here, and several hours of slogging through them have been absolutely engrossing, but I'm nowhere near having read them all.

Understandable, there are a lot of posts on all the threads.

Quote:

I'd like to start off with a question relating to one of my favorite series of modules penned by your good self; the Giants/Drow/Lolth series.

In it, you set up a wonderfully complex internal political struggle within the Drow society. On the one hand is clan Eilserv, having broken away from the worship of the demoness Lolth and using the giants' attacks on the surface to increase their influence within the Vault, at the expense of the more "orthodox" elements of Drow society who still worship Lolth. A clever party of adventurers would surely be able to use that conflict to their advantage; since the Elder Elemental God-worshipping Eilservs are the instigators behind the giant depredations, does it not make sense that their rivals the Lolth-worshipping establishment, could be a natural ally for the party?

If the party trusts scorpions not to sting, that is an excellent idea. As best I would suggest the other clans of the Drow might ignore PCs attacking the interests of the Eilservs...if they were not bothered in the process.

Quote:

However, that conclusion comes into question with the climax of the series of adventures, "Queen of the Demonweb Pits". Here, all of a sudden the big, bad villain seems to have been swapped out. Surely Lolth would have been pleased at the downfall of clan Eilserv (who had abandoned her worship and actively sought to supplant those loyal to her within the Vault) at the hands of the party. I'm curious as to how you envision the transformation of the chief villain of the piece from the Elder Elemental God to the demoness Lolth.

I did not write Q3, nor did I approve of it. complain to the Blumes, for they insisted on publishing it against my objections.

As for the chief antagonist, it was meant to be Eclavdra on behalf of the EEG, with the minions of Lolth, not the demoness per se., being second and a counterweight to the former as noted. The latter will fight against the Eilservs and tolerate for a time the presence of a PC party that is discommoding their foes.

Quote:

Also, on a somewhat-related note, I am currently having the pleasure of re-reading "Sea of Death". I'm wondering what relation the Eclavdra therein has to the Eclavdra featured in G3 and the following modules. Is it possible that, once clan Eilserv's plans were undone, she switched her allegiance to Graz'zt in an attempt to regain some of her lost status? Was Graz'zt perhaps masquerading as the Elder Elemental God all along? It's of course entirely possible that it's just artistic license on your part, but I do enjoy trying to suss out these sorts of apparent conflicts...

I can not speak to things related to the A/D&D game, but I can comment on the book's plot. When their efforts to free the Elder Elemental god from exile were thwarted, Eclavdra did indeed switch her allegiance to a demon so as to remain powerful. The term Chaotic Evil suits all of the Drow well.

Quote:

And, last question for this post, I promise. Obmi the dwarf in G3 is listed as being Chaotic Neutral in alignment. Surely that's a typo, yes? He's really Chaotic Evil?

My thanks for thirty some-odd years of entertainment.

One of my favorite villains for sure! That is absolutely a typo. I would place Obmi in the Neutral Evil category, as he is willing to side with any faction to further his own ends.

Cheers,

Col_Pladoh

Tuesday, 22nd August, 2006, 07:50 PM

Quote:

*Originally Posted by **Flexor the Mighty!***

You should run a huge AD&D game for the whole Con. A 25,000 man incursion into the Tomb of Horrors!

:mad:

There's a thought, but somehow the 24,992 whose PCs were eliminated in the approach to the tomb's entrance by the circling flock of red dragons would likely object to the brevity of their excursion :lol:

Cheers,
Gary

Treebore

Tuesday, 22nd August, 2006, 07:58 PM

Quote:

*Originally Posted by **Col_Pladoh***

:mad:

There's a thought, but somehow the 24,992 whose PCs were eliminated in the approach to the tomb's entrance by the circling flock of red dragons would likely object to the brevity of their excursion :lol:

*Cheers,
Gary*

:lol:

Thats a quick way to get the party down to a manageable size!

:lol:

Flexor the Mighty!

Tuesday, 22nd August, 2006, 08:03 PM

I don't think you would really need the Dragons though. You would lose a few thousand in the first false entrance, and another 15000-20000 or so in the second false entrance...

Col_Pladoh

Tuesday, 22nd August, 2006, 08:04 PM

Quote:

Originally Posted by **Treebore**

:lol:

Thats a quick way to get the party down to a manageable size!

:lol:

I have DMed a couple of sessions where the players were aware that their PCs were supposed to be lost in action, and that when that occurred, their record sheet would be so noted and signed by me. It is really more demanding that a regular adventure, because dreaming up ways to slay PCs quickly and surely without being too smarmy in the process is more difficult that one might suppose.

At the last Milwaukee Gamefest I ran an LA game adventure where the participants were informed that their Avatars were meant to be slain. It was an hour before I managed the first, and at the end of the four session there was still one alive. Those were a great bunch of players, including the young lady who had her character climb a tree, beat the onrushing critters to it, and thus avoid the pack of ravening hyenas. She won the day for sure.

Cheers,
Gary

Col_Pladoh

Tuesday, 22nd August, 2006, 08:07 PM

Quote:

Originally Posted by **Flexor the Mighty!**

I don't think you would really need the Dragons though. You would lose a few thousand in the first false entrance, and another 15000-20000 or so in the second false entrance...

No way! That would mean greatly enlarging those two false entrances, also likely require flashing signs to attract the PCs to them. :lol:

Cheers,
Gary

rossik

Tuesday, 22nd August, 2006, 09:22 PM

Quote:

Originally Posted by **Col_Pladoh**

I did not write Q3, nor did I approve of it. complain to the Blumes, for they insisted on publishing it against my objections.

Thulcondar, u can se more about in Wikipedia (http://en.wikipedia.org/wiki/Queen_o...emonweb_Pits):

Critical reception

Q1 was and remains very controversial for fans of First Edition AD&D. Unlike the six modules that lead to it, Queen of the Demonweb Pits was not authored by Gary Gygax, the creator of the game and genre. Instead, Gygax determined that the dungeon he designed for Q1 was too similar to the ones planned to be used in Module T1-4 Temple of Elemental Evil. When David Sutherland displayed a dungeon map he had created based upon a placemat design, Gygax suggested that it be used for Q1. Sutherland would go on to write the majority of the adventure. Many fans believe that the module, the climax of six prior adventures, each more difficult than the last, was too lighthearted and whimsical, especially when compared to its immediate predecessor, Vault of the Drow. Others were puzzled by the relative lack of demons or drow in the adventure, and were put off by the odd use of a massive steam-driven "Spider Ship" that serves as Lolth's base. Several fan-created "alternative endings" to the GDQ series have been posted on the Internet.

Queen of the Spiders was ranked the single greatest Dungeons & Dragons adventure of all time by Dungeon magazine in 2004, on the 30th anniversary of the Dungeons & Dragons game.

Mr Gygax, thanks for the help!

Col_Pladoh

Tuesday, 22nd August, 2006, 10:52 PM

Quote:

*Originally Posted by **rossik***

[/I][B]Queen of the Spiders was ranked the single greatest Dungeons & Dragons adventure of all time by Dungeon magazine in 2004, on the 30th anniversary of the Dungeons & Dragons game.[/I][B]

:lol:

Somehow I don't believe that was done by the veteran OAD&D audience, for I have received far too many comments panning the Q1 module :uhoh: and it is worth noting that the rating was given for the module combining its predacessors, G 1-3 and D 1-3, not just Q1.

If the Abyss is a maze design on a towel, I am at a loss, completely overwhelmed :eek:

Cheers,
Gary

zypherillius

Tuesday, 22nd August, 2006, 11:01 PM

Hello again Mr. Gygax

I just had another quick question for you.

If I ever had the opportunity to play in a campaign run by yourself, would you allow me to come in as a 10th level Vice President? Or would I have to start at first level and work my way up?

Thanks :)
Andy

Col_Pladoh

Tuesday, 22nd August, 2006, 11:43 PM

Quote:

*Originally Posted by **zypherillius***

I just had another quick question for you.

If I ever had the opportunity to play in a campaign run by yourself, would you allow me to come in as a 10th level Vice President? Or would I have to start at first level and work my way up?

Thanks :)
Andy

You could start as a 1st level Representative and work your way up, then switch classes to Senator or VP at about 8th level... :lol:

Cheers,
Gary

taliesin15

Wednesday, 23rd August, 2006, 12:38 AM

Mr. Gygax:

Let me echo all the sentiments prevalent in these threads thanking you for your work in creating D&D!

Here's a question that might be a bit controversial: what do you think of D&D campaigns using deities worshipped in the contemporary "real" world? In early D&D publications there are references to saints (Cuthbert's mace, I believe?) and especially when Deities and Demigods came out, my friends and I all thought that an Arthurian flavored milieu would have to at least have some Christian (also pagan, naturally) elements to it. One of my D&D playing buddies made a joke about "Jesus Christ, Major Deity, 400 hit points, Lawful Good," etc. And of course there are some Oriental pantheons in DEities and Demigods. And in the DMG you have references to Arab/Muslim civilizations; for that matter, there's the whole thing about Assassins coming from the Arab world. Of course all that's been synthesized greatly in the fantasy literature. And yet, it wouldn't seem that hard to do to create a milieu where people worship Jesus, Mohammed, and so on.

Ron

Wednesday, 23rd August, 2006, 01:18 AM

Quote:

*Originally Posted by **Col_Pladoh***

:lol:

Somehow I don't believe that was done by the veteran OAD&D audience, for I have received far too many comments panning the Q1 module :uhoh: and it is worth noting that the rating was given for the module combining its predacessors, G 1-3 and D 1-3, not just Q1.

If the Abyss is a maze design on a towel, I am at a loss, completely overwhelmed :eek:

Cheers,
Gary

I didn't like Q1, but the previous adventures, especially the G series, were so good that I can easily understand why the compilation was so well rated.

grodog

Wednesday, 23rd August, 2006, 05:38 AM

Quote:

Originally Posted by **Col_Pladoh**

As we have not begun discussion of what I'll do there, it is not possible for me to supply an answer, speculate on the program I will have.

If you had your druthers, what would you want to do? Perhaps play a game under Arneson or Kuntz? Play Mordy in someone's homebrew dungeon? Pass the dice around the table in a rousing round of Settlers?

What could we do to make your 40th anniversary GenCon memorable?

haakon1

Wednesday, 23rd August, 2006, 06:01 AM

Quote:

Originally Posted by **Col_Pladoh**

At the last Milwaukee Gamefest I ran an LA game adventure where the participants were informed that their Avatars were meant to be slain. It was an hour before I managed the first, and at the end of the four session there was still one alive. Those were a great bunch of players, including the young lady who had her character climb a tree, beat the onrushing critters to it, and thus avoid the pack of ravening hyenas. She won the day for sure.

Ha! That's like how I play poker. Staying alive is good enough to make to the second last to die, most times. :\

Col_Pladoh

Wednesday, 23rd August, 2006, 04:28 PM

Quote:

Originally Posted by **taliesin15**

Mr. Gygax:

Let me echo all the sentiments prevalent in these threads thanking you for your work in creating D&D!

Here's a question that might be a bit controversial: what do you think of D&D campaigns using deities worshipped in the contemporary "real" world? In early D&D publications there are references to saints (Cuthbert's mace, I believe?) and especially when Deities and Demigods came out, my friends and I all thought that an Arthurian flavored milieu would have to at least have some Christian (also pagan, naturally) elements to it. One of my D&D playing buddies made a joke about "Jesus Christ, Major Deity, 400 hit points, Lawful Good," etc. And of course there are some Oriental pantheons in DEities and Demigods. And in the DMG you have references to Arab/Muslim civilizations; for that matter, there's the whole thing about Assassins coming from the Arab world. Of course all that's been synthesized greatly in the fantasy literature. And yet, it wouldn't seem that hard to do to create a milieu where people worship Jesus, Mohammed, and so on.

Saint is not a term that is exclusive to the Christian religion, and St. Cuthbert was more of a joke than otherwise. Consider the advocacy of pounding sense into someone's head by dint of blows from a club.

I do not advocate any use of actual religion in an RPG. Any references I have made to Arab-like civilizations do not include any hint of Islam in them. The same holds for Judaism and Christianity. As a matter of fact, I did not write Deities and Demigods, nor did I use it in my campaign.

Cheers,
Gary

Col_Pladoh

Wednesday, 23rd August, 2006, 04:33 PM

Quote:

Originally Posted by **Ron**

I didn't like Q1, but the previous adventures, especially the G series, were so good that I can easily understand why the compilation was so well rated.

Ah well,

I had what I consider a much more interesting plan for the conclusion of the G-D series, one in which the PC party could loose the Elder Elemental god or send him into deeper isolation, thus assisting Lolth to become more powerful. By very astute play, they could have thwarted the designs of both evil entities. The Demonweb Pits were indeed envisioned as mze like, but there were to be no machines therein.

Cheers,
Gary

Col_Pladoh

Wednesday, 23rd August, 2006, 04:41 PM

Quote:

*Originally Posted by **grodog***

If you had your druthers, what would you want to do? Perhaps play a game under Arneson or Kuntz? Play Mordy in someone's homebrew dungeon? Pass the dice around the table in a rousing round of Settlers?

What could we do to make your 40th anniversary GenCon memorable?

Heh...

A change of pace from fantasy RPGing is refreshing, be it through playing in another's RPG campaign or through boardgames. About my favorite non-S&S RPG is Jim Ward's *Metamorphosis Alpha* game, and I should be playing in his campaign the next few Thursdays ;) I would really like to play an Avatar in my *Legendary AsteRogues* Fantastical Science RPG, but that will have to wait for the rules to be published and someone local to decide to become the Lejend Master for such a campaign.

Of course I enjoy *Settlers*', as well as *Puerto Rico*, *San Juan*, *ticket to ride Europe*, *Rail Baron*, a whole host of Tom Wham's boardgames, etc. I get to play them at son Ernie's place when he has his weekly boardgaming session...today, in fact, this afternoon :D

Cheers,
Gary

Col_Pladoh

Wednesday, 23rd August, 2006, 04:44 PM

Quote:

*Originally Posted by **haakon1***

Ha! That's like how I play poker. Staying alive is good enough to make to the second last to die, most times. :)

I really don't like gambling, but playing poker with a group of friends and associates is enjoyable aslong as the stakes are such that even the big loser for the night is not out more than he would normally spend on a night's entertainment.

Cheers,
Gary

rossik

Wednesday, 23rd August, 2006, 05:29 PM

Quote:

*Originally Posted by **Col_Pladoh***

:lol:

Somehow I don't believe that was done by the veteran OAD&D audience, for I have received far too many comments panning the Q1 module :uhoh: and it is worth noting that the rating was given for the module combining its predacessors, G 1-3 and D 1-3, not just Q1.

If the Abyss is a maze design on a towel, I am at a loss, completely overwhelmed :eek:

*Cheers,
Gary*

well, thats not my opinion, i just found it at wikipedia...eheheh :heh:

mr gygax, what do u think was the best adventure u wrote? would u change anything about it? do you think it would have the same impact now?

(oh, the email you posted have returned! gggax@genevaonline.com
i even tried variations, but it didnt work. maybe its full, or something.
if u like, i can post my email to you :))

Ron

Wednesday, 23rd August, 2006, 06:16 PM

Quote:

*Originally Posted by **Col_Pladoh***

Ah well,

I had what I consider a much more interesting plan for the conclusion of the G-D series, one in which the PC party could loose the Elder Elemental god or send him into deeper isolation, thus assisting Lolth to become more powerful. By very astute play, they could have thwarted the designs of both evil entities. The Demonweb Pits were indeed envisioned as mze like, but there were to be no machines therein.

*Cheers,
Gary*

Perhaps you could release such adventure, skipping references to WotC's IP, not much different from what your Castle Zagyg is. People will know what is about. I bet that even the panel that elected Queen of Spiders as the best adventure ever would buy it.

Col_Pladoh

Wednesday, 23rd August, 2006, 06:53 PM

Quote:

*Originally Posted by **rossik***

well, thats not my opinion, i just found it at wikipedia...eheheh :heh:

No reflection on you, certainly.

Quote:

mr gygax, what do u think was the best adventure u wrote? would u change anything about it? do you think it would have the same impact now?

Ask me which of my childred is my favorite...

Why on earth would I spend time with such pointless speculation?

Quote:

*(oh, the email you posted have returned! gggax@genevaonline.com
i even tried variations, but it didnt work. maybe its full, or something.
if u like, i can post my email to you :))*

The correct addy is:

gggax@genevaonline.com

Cheers,
Gary

Col_Pladoh

Wednesday, 23rd August, 2006, 07:00 PM

Quote:

*Originally Posted by **Ron***

Perhaps you could release such adventure, skipping references to WotC's IP, not much different from what your Castle Zagyg is. People will know what is about. I bet that even the panel that elected Queen of Spiders as the best adventure ever would buy it.

I could, but it isn't likely. Not much market potential for as OAD&D product, And I don't write for new D&D.

Cheers,
Gary

rossik

Thursday, 24th August, 2006, 01:22 AM

Quote:

*Originally Posted by **Col_Pladoh***

No reflection on you, certainly.

Ask me which of my childred is my favorite...

Why on earth would I spend time with such pointless speculation?

*Cheers,
Gary*

ow, i see....sorry about that :(

fusangite

Thursday, 24th August, 2006, 04:15 AM

Quote:

*Originally Posted by Col_Pladoh**Saint is not a term that is exclusive to the Christian religion, and St. Cuthbert was more of a joke than otherwise. Consider the advocacy of pounding sense into someone's head by dint of blows from a club.*

Once again, Gary, I see intentionality where it might not have been. I have been assuming that you based a chunk of the cleric class's spell list on the miracles performed by St. Cuthbert in Bede's *Life of Saint Cuthbert*. The Create Water, Flame Strike spells and various other seemed to indicate you were, at some point, deriving the cleric spell list from actual medieval miracles.

Quote:

I do not advocate any use of actual religion in an RPG. Any references I have made to Arab-like civilizations do not include any hint of Islam in them. the same holds for Judaism and Christianity. As a matter of fact, I did not write Deities and Demigods, nor did I use it in my campaign.

This I'm very glad to hear; people focus on the Fiend Folio as the mistaken text in AD&D but I have to say that Deities and Demigods is the book that ultimately caused me to take a long sabbatical from AD&D in the mid-80s.

MerricB

Thursday, 24th August, 2006, 04:53 AM

Quote:

*Originally Posted by Col_Pladoh**As for the chief antagonist, it was meant to be Exlavdra on behalf of the EEG, with the minions of Lolth, not the demoness per se., being second and a counterweight to the former as noted. The latter will fight against the Eilservs and tolerate for a time the presence of a PC party that is discommoding their foes.*

Heh. My explanation of Q1 is that it's a plot by Eclavdra to kill or weaken Lolth. Send a party of foolish surface-dwellers against the demon-spider and see what happens. Weaken her enough and perhaps the EEG can then take control... :)

Of course, I don't accord Lolth status as a deity, seeing her as a malign figure who has lured many disaffected elves away from their true gods; she's definitely slayable by groups of great power and intelligence. (Even if foolish enough to be tricked by Eclavdra).

D3 was the first module I ever bought. The GD series remains as a series I've yet to run or play. It's on my list of things to do, but there are lots of interesting things happening in my current campaign that spawn more adventures, of course!

Cheers!

gideon_thorne

Thursday, 24th August, 2006, 07:22 AM

Quote:

*Originally Posted by Col_Pladoh**Anyway, I ain't hard to recognize, and I'll likely be at the Troll Lord Games booth pretty often. I am told that they'll have a four-space island next year, so the booth shoould be fairly easy to locate.**Cheers,
Gary*

And you'll have to put up with me and my folks as well.. bwah ah ah ah. :D

Col_Pladoh

Thursday, 24th August, 2006, 04:35 PM

Quote:

*Originally Posted by rossik**ow, i see....sorry about that :(*

Heh,

No need to apologise :D

If I didn't like something I wrote, I would have no business offering it for publication, having it in print.

The fact is I am essentially a pragmatist in regards to such matters as have passed. There is too much before to be looking back.

Cheers,
Gary

robertsconley

Thursday, 24th August, 2006, 05:18 PM

I am long time gamer (since 1978) and first want to thanks for coming up with D&D which has consumed so much of free time.

My question is that I read that your original Greyhawk campaign was based on a map of North America. If so I am wondering how you arranged things, like where was the City of Greyhawk.

Thanks
Rob Conley

Col_Pladoh

Thursday, 24th August, 2006, 05:27 PM

Quote:

*Originally Posted by **fusangite***

Once again, Gary, I see intentionality where it might not have been. I have been assuming that you based a chunk of the cleric class's spell list on the miracles performed by St. Cuthbert in Bede's Life of Saint Cuthbert. The Create Water, Flame Strike spells and various other seemed to indicate you were, at some point, deriving the cleric spell list from actual medieval miracles. This I'm very glad to hear; people focus on the Fiend Folio as the mistaken text in AD&D but I have to say that Deities and Demigods is the book that ultimately caused me to take a long sabbatical from AD&D in the mid-80s.

No, the cleric spells were all made up from my imagination as things fitting for that class.

The Deities and Demigods book had plenty of flaws, but some make believe deities are generally necessary for a FRPG campaign methinks.

Cheers,
Gary

Col_Pladoh

Thursday, 24th August, 2006, 05:30 PM

Quote:

*Originally Posted by **MerricB***

Heh. My explanation of Q1 is that it's a plot by Eclavdra to kill or weaken Lolth. Send a party of foolish surface-dwellers against the demon-spider and see what happens. Weaken her enough and perhaps the EEG can then take control... :)

Of course, I don't accord Lolth status as a deity, seeing her as a malign figure who has lured many disaffected elves away from their true gods; she's definitely slayable by groups of great power and intelligence. (Even if foolish enough to be tricked by Eclavdra).

D3 was the first module I ever bought. The GD series remains as a series I've yet to run or play. It's on my list of things to do, but there are lots of interesting things happening in my current campaign that spawn more adventures, of course!

Cheers!

Powerful evil entities are certainly on a par with deities. check any slid book of mythology, and that's evident. Their powers are generally destructive, not creative, but that goes with the territory ;)

Cheers,
Gary

Col_Pladoh

Thursday, 24th August, 2006, 05:31 PM

Quote:

*Originally Posted by **gideon_thorne***

And you'll have to put up with me and my folks as well.. bwah ah ah ah. :D

:lol:

My pleasure of course!

Cheers,
Gary

Col_Pladoh

Thursday, 24th August, 2006, 05:33 PM

Quote:

*Originally Posted by **robertsconley***

I am long time gamer (since 1978) and first want to thanks for coming up with D&D which has consumed so much of free time.

My question is that I read that your original Greyhawk campaign was based on a map of North America. If so I am wondering how you arranged things, like where was the City of Greyhawk.

*Thanks
Rob Conley*

:D

Yuppers. North America and the rest of the globe, in fact. the West coast was a land of dinosaurs and cave men... :lol: Greyhawk was about where Chicago is, and Dyvers was located around where Milwaukee is.

Cheers,
Gary

Henry

Thursday, 24th August, 2006, 05:35 PM

Quote:

*Originally Posted by **Col_Pladoh***

:D

Yuppers. North America and the rest of the globe, in fact. the West coast was a land of dinosaurs and cave men... :lol: Greyhawk was about where Chicago is, and Dyvers was located around where Milwaukee is.

*Cheers,
Gary*

Just out of curiosity, was Dyvers in your world known for its cheeses and pilsners? :D

Col_Pladoh

Thursday, 24th August, 2006, 05:38 PM

Quote:

*Originally Posted by **Henry***

Just out of curiosity, was Dyvers in your world known for its cheeses and pilsners? :D

Heh, maybe...

But more so for its general antipathy for folks from Greyhawk.

And thank godness for New Glarus Brewing and their large selection of beer and ale worthy of that name, and not a "lite" in the whole mix!

Hooray,
Gary

Geoffrey

Thursday, 24th August, 2006, 05:51 PM

Quote:

*Originally Posted by **Col_Pladoh***

:D

Yuppers. North America and the rest of the globe, in fact. the West coast was a land of dinosaurs and cave men... :lol: Greyhawk was about where Chicago is, and Dyvers was located around where Milwaukee is.

*Cheers,
Gary*

While I really like both, I've always enjoyed your Aerth more than your Oerth. It sounds like Aerth is closer to your old home campaign world than is Oerth. How would you characterize your Lejendary Earth in comparison to Aerth and to Oerth?

Col_Pladoh

Thursday, 24th August, 2006, 07:20 PM

Quote:

*Originally Posted by **Geoffrey***

While I really like both, I've always enjoyed your Aerth more than your Oerth. It sounds like Aerth is closer to your old home campaign world than is Oerth. How would you characterize your Lejendary Earth in comparison to Aerth and to Oerth?

the LE world setting is somewhere between Oerth (an incomplete globe) and Aerth, a fully finished one. Learth is closer to Aerth than Oerth, though. The continents are vaguely similat to earth's own, with antarctica to the immediate southwest of Learth's Australia, and considerable changes to all other land masses. Many good sized islands are there so as to facilitate commerce.

Cheers,
Gary

robertsconley

Thursday, 24th August, 2006, 07:20 PM

Quote:

*Originally Posted by **Col_Pladoh***

:D

Yuppers. North America and the rest of the globe, in fact. the West coast was a land of dinosaurs and cave men... :lol: Greyhawk was about where Chicago is, and Dyvers was located around where Milwaukee is.

*Cheers,
Gary*

Thanks for the answer. Have you published this map anywhere or planning too. I understand that you would probably have to change some of the name due their appearance in WOG products. But it would interesting to see one of the original campaign map.

Thanks
Rob Conley

Col_Pladoh

Thursday, 24th August, 2006, 07:23 PM

Quote:

*Originally Posted by **robertsconley***

Thanks for the answer. Have you published this map anywhere or planning too. I understand that you would probably have to change some of the name due their appearance in WOG products. But it would interesting to see one of the original campaign map.

*Thanks
Rob Conley*

:lol:

You ask that of me? He that extemporized most of the time! All I needed for outdoor adventures was my imagination and an atlas to consult in extremis ;)

Cheers,
Gary

ColonelHardisson

Thursday, 24th August, 2006, 07:53 PM

Quote:

*Originally Posted by **Col_Pladoh***

:lol:

Somehow I don't believe that was done by the veteran OAD&D audience, for I have received far too many comments panning the Q1 module :uhoh: and it is worth noting that the rating was given for the module combining its predacessors, G 1-3 and D 1-3, not just Q1.

If the Abyss is a maze design on a towel, I am at a loss, completely overwhelmed :eek:

*Cheers,
Gary*

Well, I began playing D&D with the blue covered, Dave Sutherland art-adorned book, often called the "Holmes" edition, and quickly moved on to AD&D as the books were released and became available. I recall my group and I getting hold of Q1 when it was originally released, and it was generally well-thought-of. I thought the end encounter with Lolth was disappointing, but that the rest of the Demonweb was really cool. I liked all the various planes and/or planets that the PCs could travel to. So I guess it's a mixed reaction from me - liked the tangents, didn't think much of the climax.

robertsconley

Thursday, 24th August, 2006, 08:03 PM

Ahhh understand perfectly.

Quote:

Originally Posted by **Col_Pladoh**

:lol:

You ask that of me? He that extemporized most of the time! All I needed for outdoor adventures was my imagination and an atlas to consult in extremis ;)

Cheers,
Gary

I am curious about another thing. What was the deal with the Outdoor Survival Game by AH in the original book. I was reading my copy of the original rules and it occurred me that I never picked it and I have no idea what that game was like or what it looked like? For some of the movement rates in the original referred to hexes on the OS map so how big was a OS hex.

Rob Conley

Col_Pladoh

Thursday, 24th August, 2006, 08:25 PM

Quote:

Originally Posted by **ColonelHardisson**

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Olay...

What more can I say?

cheers,
Gary

Col_Pladoh

Thursday, 24th August, 2006, 08:27 PM

Quote:

Originally Posted by **robertsconley**

Ahhh understand perfectly.

I am curious about another thing. What was the deal with the Outdoor Survival Game by AH in the original book. I was reading my copy of the original rules and it occurred me that I never picked it and I have no idea what that game was like or what it looked like? For some of the movement rates in the original referred to hexes on the OS map so how big was a OS hex.

Rob Conley

The OS board made a perfect generic terrain board, the pond areas being either hamlets or castles. With a check for loss of direction and another for encounter, the whole matter was easy and fun for the players adventuring outdoors.

Cheers,
Gary

seskis281

Thursday, 24th August, 2006, 08:33 PM

Hey Gary,

Just curious - as you start putting out more LA material through TLG will any of it cover genre adaption of the rules? I ask because as I keep looking at the system I see the basis as perfect for a sci-fi game I have in mind.... I always found "class-based" not the best for futuristic models and I'd really like to use the LA base system for what I want to do.

So would it be better for me to wait or start drawing up my homebrew conversion?

Cheers! :)

John

Treebore

Thursday, 24th August, 2006, 08:54 PM

I seem to remember Gary mentioning several times a sci-fi version of LA.

Col_Pladoh

Thursday, 24th August, 2006, 10:04 PM

Quote:

Originally Posted by **seskis281**

Hey Gary,

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So would it be better for me to wait or start drawing up my homebrew conversion?

Cheers! :)

John

I did my best to create the LA game system as one adaptable to many other genres principally through adjustment of Orders, Abilities, and weapons. the *Legendary AsteRogues* Fantastical Science genre game is now all but ready for editing, illustration, layout and publication. Only the fourth book, the initial campaign base setting remains in development by Jon Creffield. Meantime, the aspects of what is needed for a hard SF genre game are being looked at.

All that said, feel free to devise such material as you like now to convert the LA FRPG into a set of SF rules.

Cheers,
Gary

Col_Pladoh

Thursday, 24th August, 2006, 10:07 PM

Quote:

Originally Posted by **Treebore**

I seem to remember Gary mentioning several times a sci-fi version of LA.

Indeed.

It is just there are so many projects to see to, so little time :)

Cheers,
Gary

seskis281

Thursday, 24th August, 2006, 10:52 PM

Quote:

Originally Posted by **Col_Pladoh**

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All that said, feel free to devise such material as you like now to convert the LA FRPG into a set of SF rules.

*Cheers,
Gary*

My thanks! I will certainly look forward to *AsroRogues* and I'll probably also adapt my own idea - thinking of calling it *Star Riders* and having it basically set in a portion of the galaxy once explored and settled by an unknown world of origin (could be Earth, could be something else) and grappling with the loss of central government - I will probably be very influenced by Asimov's Foundation books here.

John

Quote:

*Originally Posted by **seskis281***

*My thanks! I will certainly look forward to AsroRogues and I'll probably also adapt my own idea - thinking of calling it *Star Riders* and having it basically set in a portion of the galaxy once explored and settled by an unknown world of origin (could be Earth, could be something else) and grappling with the loss of central government - I will probably be very influenced by Asimov's Foundation books here.*

John

Sure, but...

The *AsterRogues* FSRPG is sort of a mix of antiquated technology with super science only in regards to non-FTL space vessels and making just about any hunk of rock in the solar system a habitable place. The hard SF isn't there, although it will be introduced in the *Legendary Elder Worlds* and its companion setting modules that will take the participants through the galaxy.

Cheers,
Gary

seskis281

Thursday, 24th August, 2006, 11:16 PM

Not a problem - figured the way you described *AsterRogues* it was less a pure sci-fi concept which is why I'll go ahead and adapt my own separately from it - but I will be sure to also keep a look-out for *Elder Worlds* down the road as well.

Thanks again!

John :)

paulsometimes

Thursday, 24th August, 2006, 11:27 PM

Mr. Gygax, I apologize if this has been asked before, but there's too much in the previous posts for me to go through searching for an answer right now.

Futurama has got to be one of my favorite television shows (pity it didn't last longer) and I was wondering how was it you got an appearance on the show (did they approach you or vice-versa) and how did it feel to have an appearance on the show? Thanks for your time.

John Drake

Thursday, 24th August, 2006, 11:51 PM

Howdy Gary! Just gotta say I'm glad these threads keep on going, they're fantastic! Anyway, I noticed a few posts back there, you mentioned Ian Livingstone and Steve Jackson. I'm fans of they're work as well, and I was wondering what they were like and if you ever really worked with them on anything. As far as I know you haven't but you would know better:D And, I can't wait to see ya at Gen Con! I was meant to go this year, but couldn't due to a wedding, but me and my group are going all out next year. What great news! Thanks Gary!

Anson Caralya

Friday, 25th August, 2006, 01:43 AM

Quote:

*Originally Posted by **Col_Pladoh***

Ah well,

I had what I consider a much more interesting plan for the conclusion of the G-D series, one in which the PC party could loose the Elder Elemental god or send him into deeper isolation, thus assisting Lolth to become more powerful. By very astute play, they could have thwarted the designs of both evil entities. The Demonweb Pits were indeed envisioned as mze like, but there were to be no machines therein.

Cheers,
Gary

Gary, any chance we can convince you to give us a bit more on this? I've endured 26 years of Q1 fitting the G and D series as elegantly as a poodle running with a wolfpack. I realize it's late, but a few words about that shadow wolf never glimpsed would be much appreciated.

ColonelHardisson

Friday, 25th August, 2006, 02:19 AM

Quote:

*Originally Posted by **Col_Pladoh***

What more can I say?

Yeah, I understand what you mean. I was just ruminating.

I guess my reaction to Q1 was much like the assessment of it in that Wikipedia article. The whole nature of the Abyss as portrayed in the end encounter just seemed rather coo-coo, almost light-hearted. Considering the nature of the place, I'd have expected the Abyss to have been more hellish, for lack of a better word. Some of the tangential stuff - Maldev, the plane with the last refuge of good, a dwarven stronghold, about to fall; a world completely overrun by vampires, etc. - seemed a lot more menacing than where the PCs finally beard Lolth in her lair. The end occurring on a mechanical spider that could have the PCs encounter floating smiley faces or flower petals showering out of nowhere just seemed

like a strange way to end it. If I ever get a chance to run it again, I'll have to borrow some of your ideas to replace the end gambit.

I have no problem with Queen of the Spiders, the GDQ collection, being ranked at the top of greatest modules. But that's due more to the strength of the Giants and Drow modules, as well as the side treks in Q1, than to Q1 itself. The direction you had intended would have been a cool way to wrap it up.

Col_Pladoh

Friday, 25th August, 2006, 05:12 PM

Quote:

*Originally Posted by **seskis281***

Not a problem - figured the way you described AsterRogues it was less a pure sci-fi concept which is why I'll go ahead and adapt my own separately from it - but I will be sure to also keep a look-out for Elder Worlds down the road as well.

Thanks again!

John :)

Okay :D

The work on the LAEW game is now commencing, although I can not estimate when anything will be ready for a beta playtest.

Cheers,
Gary

Col_Pladoh

Friday, 25th August, 2006, 05:14 PM

Quote:

*Originally Posted by **paulsometimes***

Mr. Gygax, I apologize if this has been asked before, but there's too much in the previous posts for me to go through searching for an answer right now.

Futurama has got to be one of my favorite television shows (pity it didn't last longer) and I was wondering how was it you got an appearance on the show (did they approach you or vice-versa) and how did it feel to have an appearance on the show? Thanks for your time.

David X. Cohen's people approached me, and after seeing the script I was happy to agree to the appearance in illustration and do the voice over. It was a lot of fun, and chatting a bit with David was enjoyable, he being a former DM.

Cheers,
Gary

Col_Pladoh

Friday, 25th August, 2006, 05:19 PM

Quote:

*Originally Posted by **John Drake***

Howdy Gary! Just gotta say I'm glad these threads keep on going, they're fantastic! Anyway, I noticed a few posts back there, you mentioned Ian Livingstone and Steve Jackson. I'm fans of they're work as well, and I was wondering what they were like and if you ever really worked with them on anything. As far as I know you haven't but you would know better:D And, I can't wait to see ya at Gen Con! I was meant to go this year, but couldn't due to a wedding, but me and my group are going all out next year. What great news! Thanks Gary!

Heh...

I first met Ian and Steve when I was on a trip to the UK looking for the best possible exclusive distributor for the TSR product line there. When I met those two eager young men I decided that GW was the ticket. Thereafter I spoke with them a good deal, socialized a bit, and approved their plans for promoting the TSR line, but we never did any creative collaboration.

Cheers,
Gary

Col_Pladoh

Friday, 25th August, 2006, 05:21 PM

Quote:

*Originally Posted by **Anson Caralya***

Gary, any chance we can convince you to give us a bit more on this? I've endured 26 years of Q1 fitting the G and D series as elegantly as a poodle running with a wolfpack. I realize it's late, but a few words about that shadow wolf never glimpsed would be much appreciated.

Sorry, but not a chance.

Sorry...I haven't the time to spend rehashing something that is long gone from my purview. So many new projects to work on, so little time :\\

Cheers,
Gary

Quote:

Originally Posted by **ColonelHardisson**

Yeah, I understand what you mean. I was just ruminating.

I guess my reaction to Q1 was much like the assessment of it in that Wikipedia article. The whole nature of the Abyss as portrayed in the end encounter just seemed rather coo-coo, almost light-hearted. Considering the nature of the place, I'd have expected the Abyss to have been more hellish, for lack of a better word. Some of the tangential stuff - Maldev, the plane with the last refuge of good, a dwarven stronghold, about to fall; a world completely overrun by vampires, etc. - seemed a lot more menacing than where the PCs finally beard Lolth in her lair. The end occurring on a mechanical spider that could have the PCs encounter floating smiley faces or flower petals showering out of nowhere just seemed like a strange way to end it. If I ever get a chance to run it again, I'll have to borrow some of your ideas to replace the end gambit.

I have no problem with Queen of the Spiders, the GDQ collection, being ranked at the top of greatest modules. But that's due more to the strength of the Giants and Drow modules, as well as the side treks in Q1, than to Q1 itself. The direction you had intended would have been a cool way to wrap it up.

About all I can add is that Lolth is meant to be a horrific demoness, smething worse than the creepiest of arachnids, and her domain was meant to be one of shadows and webs and all manner of nasty lurkers waiting to pounce. the maze was fine, but all the rest, expecially the mechanical stuff, was not at all what I planned. (That will teach me to be tied up with business and unable to spend much time in creative work.)

Cheers,
Gary

Geoffrey

Friday, 25th August, 2006, 06:19 PM

Quote:

Originally Posted by **Col_Pladoh**

The hard SF...will be introduced in the Lejendary Elder Worlds and its companion setting modules that will take the participants through the galaxy.

Now that sounds promising. I'd like to take LA and thoroughly blend it with LEW to come up with a galactic setting chock full of both magic and high technology: wizards in robotic armor fighting cybernetically-enhanced dragons with fleets of dwarven starships full of dwarven footmen armed with laser rifles with battle-axe blades on the bottom of the bores, etc. A pull-out all the stops kind of setting.

What with around 100,000,000,000 stars in a medium-sized galaxy, there could be Elven empires of millions of systems, etc. The very scope of such a setting is breathtaking.

Anson Caralya

Friday, 25th August, 2006, 09:55 PM

Quote:

Originally Posted by **Col_Pladoh**

Sorry, but not a chance.

Sorry...I haven't the time to spend rehashing something that is long gone from my purview. So many new projects to work on, so little time :|

*Cheers,
Gary*

Fair enough! Thanks as always for the quick replies! Although I may kick the next poodle I see, just because.

If you happen to open Dungeon #139 to take in Rob K's latest Maure Castle work, I hope you enjoy my "Requiem of the Shadow Serpent" while you're there! It's an understatement to say that your work was my inspiration for adventure writing.

haakon1

Saturday, 26th August, 2006, 05:16 AM

Quote:

Originally Posted by **Col_Pladoh**

I really don't like gambling, but playing poker with a group of friends and associates is enjoyable aslong as the stakes are such that even the big loser for the night is not out more than he would normally spend on a night's entertainment.

Agreed. I actually hate gambling, but if my friends insist on poker, I'll play. Very carefully, except when I want to go to sleep -- then I go all in. :p

seskis281

Saturday, 26th August, 2006, 05:52 AM

I love playing poker and no limit.... but only for fun (play money online).... real gambling? Not so much.... :)

John

Hi Gary,

I know your spare time is limited these days, but I thought I would ask:

Are you still involved in a Lejendary Adventures campaign ? If so, are you running or playing it ?

What about Castles & Crusades ? Did you have a chance to play the system before you began writing on the first installment of Castle Zagyg ?
What about since then ?

Thanks, as always, for your time.

All times are GMT +1. The time now is 03:56 PM.

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Col_Pladoh

Sunday, 27th August, 2006, 05:33 PM

Quote:

*Originally Posted by **Geoffrey***

Now that sounds promising. I'd like to take LA and thoroughly blend it with LEW to come up with a galactic setting chock full of both magic and high technology: wizards in robotic armor fighting cybernetically-enhanced dragons with fleets of dwarven starships full of dwarven footmen armed with laser rifles with battle-axe blades on the bottom of the bores, etc. A pull-out all the stops kind of setting.

What with around 100,000,000,000 stars in a medium-sized galaxy, there could be Elven empires of millions of systems, etc. The very scope of such a setting is breathtaking.

:D

Well, that is ambitious, and you might well want to use the LAD and forthcoming LEW games as well as Jim Ward's *Metamorphosis Alpha* RPG for details and inspiration.

There should be an ezine covering all the LA game genres out pretty soon, BTW. I'll mention it here somewhere for sure when it is launched.

Cheers,
Gary

Col_Pladoh

Sunday, 27th August, 2006, 05:36 PM

Quote:

*Originally Posted by **seskis281***

I love playing poker and no limit.... but only for fun (play money online).... real gambling? Not so much.... :)

John

Unless there is some reasonably meaningful wager at stake, poker isn't really poker. There is no bluffing and raises don't mean much of anything...

Cheers,
Gary

Col_Pladoh

Sunday, 27th August, 2006, 05:45 PM

Quote:

*Originally Posted by **Melkor***

Hi Gary,

I know your spare time is limited these days, but I thought I would ask:

Are you still involved in a Lejendary Adventures campaign ? If so, are you running or playing it ?

As I was always the LM, I suspended it for a time. We play boardgames or Jim Ward GMs his latest and excellent version of the *Metamorphosis Alpha* RPG for us.

When the crush of editing and direction and other things slackens, I plan to return to the LA game campaign, then move the party's Avatars into the LAR game universe for a time if appropriate. We left off with the team on a sea voyage after completing the *Fish for Breakfast* module and some side adventures I winged. since then I have been working on a final polish of the LAR rules as well as a host of other projects including the CZ castle and dungeons.

Quote:

*What about Castles & Crusades ? Did you have a chance to play the system before you began writing on the first installment of Castle Zagyg ?
What about since then ?*

Thanks, as always, for your time.

Yes, we played a version of C&C, one that included the rules that are in the CZY, Vol. I book. Again, due to work load I have not had time to devise more material for the players--no sense in rehashing the material in the book, but that will be changing in regard to new stuff to test in the

coming months.

Of course there will be new LA game material then as well, so I'll have to pick up the GM reins again... :uhoh:

Cheers,
Gary

Gray Mouser

Thursday, 31st August, 2006, 02:59 PM

Quote:

*Originally Posted by **Col_Pladoh***

:lol:

Somehow I don't believe that was done by the veteran OAD&D audience, for I have received far too many comments panning the Q1 module :uhoh: and it is worth noting that the rating was given for the module combining its predacessors, G 1-3 and D 1-3, not just Q1.

If the Abyss is a maze design on a towel, I am at a loss, completely overwhelmed :eek:

*Cheers,
Gary*

What? Something on wikipedia being *inaccurate*? I'm shocked! *Shocked*, I say!

:)

Gray Mouser

Col_Pladoh

Thursday, 31st August, 2006, 04:04 PM

Quote:

*Originally Posted by **Gray Mouser***

What? Something on wikipedia being inaccurate? I'm shocked! Shocked, I say!

:)

Gray Mouser

:eek:

It can't be so :uhoh:

:lol:
Gary

Gray Mouser

Thursday, 31st August, 2006, 06:25 PM

Hey Colonel, I have a question regarding awarding Experience Points in 1e AD&D. If a PC gains a reward of, say, freeing a captive from a dungeon, instead of actually looting the treasure from a monster's lair does said PC gain Experience for it? So, if a party frees a captive merchant from a hobgoblin lair and the merchant, upon safe return to town, gives the PC group some gold and (for example) a magic dagger, would the party accrue experience for this, or just for the treasure taken directly from the lair itself?

Thanks in advance.

Gray Mouser

Col_Pladoh

Thursday, 31st August, 2006, 07:36 PM

Quote:

*Originally Posted by **Gray Mouser***

Hey Colonel, I have a question regarding awarding Experience Points in 1e AD&D. If a PC gains a reward of, say, freeing a captive from a dungeon, instead of actually looting the treasure from a monster's lair does said PC gain Experience for it? So, if a party frees a captive merchant from a hobgoblin lair and the merchant, upon safe return to town, gives the PC group some gold and (for example) a magic dagger, would the party accrue experience for this, or just for the treasure taken directly from the lair itself?

Thanks in advance.

Gray Mouser

Howdy 'Mouser,

Indeed, I always allowed XPs for freeing captives, receiving rewards. The former count as their level in classed NPC, or as their estimated level in their occupation. A sage, for example, would count as a cleric of anywhere from 5th to 12th level, I opine. Rewards gained for doing the right thing also count as XPs on a gp for XP basis, magical ones included.

Cheers,
Gary

Gray Mouser

Thursday, 31st August, 2006, 11:27 PM

Thanks for the answer, Gary. Awarding experience points for actually freeing captives is also very interesting. While I had considered awarding experience points for treasure received as a reward I had not considered giving out any for freeing said captive in the first place!

Gray Mouser

Col_Pladoh

Friday, 1st September, 2006, 04:08 PM

Quote:

*Originally Posted by **Gray Mouser***

Thanks for the answer, Gary. Awarding experience points for actually freeing captives is also very interesting. While I had considered awarding experience points for treasure received as a reward I had not considered giving out any for freeing said captive in the first place!

Gray Mouser

;)

As I mentioned, freeing captives is at least as beneficial as killing adversaries, so that is the justification for an XP award. The logic is in the same vein as awarding them for the casting of a spell that aids the party even though it doesn't necessarily harm any of its opponents or gain treasure.

Cheers,
Gary

Xyxox

Friday, 1st September, 2006, 04:30 PM

Hello Mr. Gygax,

I feel like I'm corresponding with an old friend, having started my gaming hobby about thirty years ago.

My question is related to the original *Unearthed Arcana* book. I'd like to know how much creative input you had with that product?

Col_Pladoh

Friday, 1st September, 2006, 04:42 PM

Quote:

*Originally Posted by **Xyxox***

Hello Mr. Gygax,

I feel like I'm corresponding with an old friend, having started my gaming hobby about thirty years ago.

*My question is related to the original *Unearthed Arcana* book. I'd like to know how much creative input you had with that product?*

Howdy,

Only about 99% of the UA book was my work... Much of it appeared as articles in *Dragon* magazine before I collected the material and put it into a ms. form for publication.

:lol:
Cheers,
Gary

Xyxox

Friday, 1st September, 2006, 04:47 PM

Quote:

*Originally Posted by **Col_Pladoh***

Howdy,

*Only about 99% of the UA book was my work... Much of it appeared as articles in *Dragon* magazine before I collected the material and put it into a ms. form for publication.*

*:lol:
Cheers,
Gary*

That's what I thought! To me, AD&D was all about four books, the MM, PHB, DMG, and UA!

UA was absolutely the best supplement for any game I ever saw!

Quote:

*Originally Posted by **Xyxox***

That's what I thought! To me, AD&D was all about four books, the MM, PHB, DMG, and UA!

UA was absolutely the best supplement for any game I ever saw!

Heh...

Thanks for the good words.

The contents of the US work were pointing the AD&D game participants towards my vision for a revised version of the game. (No, I do not discuss what the whole of that would have been that being a useless exercise and time-waster :lol:)

Cheers,
Gary

Thulcondar

Sunday, 3rd September, 2006, 03:06 AM

Witches in Greyhawk

Mr. Gygax,

I'm back with another question, and again apologies if you've covered this somewhere else.

How do (did?) you view "witches" in Greyhawk? I am aware of the "witch" character class which appeared in the early days of The Dragon, but it seems to me that you've given witches a bit more status than a mere character class in your writings.

I'm thinking specifically of Iggwilv, of course, who is variously known as the Witch-Queen, Greatest of Witches, etc. as well as the denizens of Grimalkinsham in your Gord story, "Revel in Rel Mord". In the latter work, witches as a group seem on a par with Hags and Annises... and universally old, powerful, and ugly to boot. That seems to imply they are inhabitants of the lower planes just as are the hags, but then again it doesn't sound completely convincing, as one of the witches is said to be the Baroness of the good thorp of Grimalkinsham, implying a human origin.

I don't recall seeing anything from you in the Sorcerer's Scroll to the effect that a class of witches was in the works a la the doomed-to-obscurity Mountebank. Any insights you might have on the subject, specific or general, would be most welcome. The scanty evidence is contradictory on the surface, but that has been the case before, and it usually turns out that you have had some holistic intent in your mind that, once explained, neatly ties together the disparate threads.

My thanks for taking the time to listen to the query of a fan since the age of 12.

Col_Pladoh

Sunday, 3rd September, 2006, 04:50 PM

Quote:

*Originally Posted by **Thulcondar***

Mr. Gygax,

I'm back with another question, and again apologies if you've covered this somewhere else.

How do (did?) you view "witches" in Greyhawk? I am aware of the "witch" character class which appeared in the early days of The Dragon, but it seems to me that you've given witches a bit more status than a mere character class in your writings.

I'm thinking specifically of Iggwilv, of course, who is variously known as the Witch-Queen, Greatest of Witches, etc. as well as the denizens of Grimalkinsham in your Gord story, "Revel in Rel Mord". In the latter work, witches as a group seem on a par with Hags and Annises... and universally old, powerful, and ugly to boot. That seems to imply they are inhabitants of the lower planes just as are the hags, but then again it doesn't sound completely convincing, as one of the witches is said to be the Baroness of the good thorp of Grimalkinsham, implying a human origin.

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My thanks for taking the time to listen to the query of a fan since the age of 12.

To cut to the chase here, I envisage witches and warlocks as humans pledged to the evil and malign. some so excell that they become more than human...

For details of this IU suggest you have a look at the *Mythus* game rules in which I had Witchcraft skill detailed, or get ahold of the *Shamanism & Witchery* supplement for the *Lejendary Adventure* game system. Article material covering the latter is likely to be found at www.lejendary.com

If it is no longer available, I believe that the Trolls will be publishing the book in the coming year.

BTW, I was age 12 when I became a dedicated SF and fantasy fan, reading a pulp zine or book about every day :D

Cheers,
Gary

Elfdart

Sunday, 3rd September, 2006, 07:50 PM

Which reminds me of what I did once to up the ante in my campaign. I arranged it so that female ogres, trolls, ettins and hill giants were in many cases the various hags (green, annis, sea). I got the idea from Marina Warner's excellent book *No Go The Bogeyman*, which mentions Italian fairy tales in which Ogres (Orcos) are married to female monsters (Orcas) who were smarter and more skilled with magic than their brutish husbands. The ancients used to blame storms at sea on female sea monsters (orcas) and is not only the reason the giant porpoise is named the Orca, but is also why (until pseudo-feminism came along) hurricaines and tropical storms were named after girls.

So ogres and such who inhabit swamps will often have a Green Hag sort of like Grendel's mother. Those who live in hilly forests will have an Annis like Black Annie of the Dane Hills, and those near the sea will have Sea Hags (like Gentle Annie) for mates. Suddenly Ogres were no longer just 4 HD orcs, but feared opponents.

Col_Pladoh

Sunday, 3rd September, 2006, 09:36 PM

Quote:

*Originally Posted by **Elfdart***

Which reminds me of what I did once to up the ante in my campaign. I arranged it so that female ogres, trolls, ettins and hill giants were in many cases the various hags (green, annis, sea). I got the idea from Marina Warner's excellent book No Go The Bogeyman, which mentions Italian fairy tales in which Ogres (Orcos) are married to female monsters (Orcas) who were smarter and more skilled with magic than their brutish husbands. The ancients used to blame storms at sea on female sea monsters (orcas) and is not only the reason the giant porpoise is named the Orca, but is also why (until pseudo-feminism came along) hurricaines and tropical storms were named after girls.

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Good play, that.

In the LA game I upped the ante with ogres, making them more like some found in fairy tales, big, bad, worse than giants :eek:

Cheers,
Gary

Wolv0rine

Sunday, 3rd September, 2006, 10:30 PM

Quote:

*Originally Posted by **Col_Pladoh***

Yes! A captive artist there to illustrate as you direct. Waht a great boon that would eb to the GM and theplayer group alike...save for the enslaved artist :lol:

Speaking as an oft-enslaved artist, I have to say it's not so bad, really.

Okay, it depends on who's in the group, and how obnoxious they are. But on the whole it's not so bad. hehe

Col_Pladoh

Sunday, 3rd September, 2006, 10:42 PM

Quote:

*Originally Posted by **Wolv0rine***

Speaking as an oft-enslaved artist, I have to say it's not so bad, really.

Okay, it depends on who's in the group, and how obnoxious they are. But on the whole it's not so bad. hehe

Say...

If you aren't otherwise engaged this Thursday, Jim Ward is going to GM our group in a *Metamorphosos Alpha* game session where we all play as androids. Some sketches by you from the ensuing adventure would be outstanding... :lol:

Cheers,
Gary

Wolv0rine

Sunday, 3rd September, 2006, 10:59 PM

Quote:

*Originally Posted by **Col_Pladoh***

Say...

If you aren't otherwise engaged this Thursday, Jim Ward is going to GM our group in a Metamorphosos Alpha game session where we all play as androids. Some sketches by you from the ensuing adventure would be outstanding... :lol:

*Cheers,
Gary*

Oh look at him jest... if I weren't on the other side of the country I'd take you up on that, if only for the company it included. ;)

(Then again, for Gary Gygax, I *might* be willing to sketch in my semi-fictitious off-time from a decent transcript and basic character descriptions, even having never played Metamorphos Alpha. <chuckles>)

Col_Pladoh

Sunday, 3rd September, 2006, 11:47 PM

Quote:

*Originally Posted by **Wolv0rine****Oh look at him jest... if I weren't on the other side of the country I'd take you up on that, if only for the company it included. :)**(Then again, for Gary Gygax, I might be willing to sketch in my semi-fictional off-time from a decent transcript and basic character descriptions, even having never played Metamorphos Alpha. <chuckles>)*

Well, I have a pal in Seattle that's an AD&D gamer... Maybe he can be a stand-in ;)

MA is a really fun game if you enjoy the surreal, and Jim Ward is an excellent GM too!

Cheers,
Gary

Wolv0rine

Monday, 4th September, 2006, 12:02 AM

Quote:

*Originally Posted by **Col_Pladoh****Well, I have a pal in Seattle that's an AD&D gamer... Maybe he can be a stand-in ;)**MA is a really fun game if you enjoy the surreal, and Jim Ward is an excellent GM too!**Cheers,
Gary*

You're just a cruel ol' bugger, aint'cha? :D

Thulcondar

Monday, 4th September, 2006, 12:32 AM

Quote:

*Originally Posted by **Col_Pladoh****To cut to the chase here, I envisage witches and warlocks as humans pledged to the evil and malign. some so excell that they become more than human..*

Heh, I'll be sure not to mention that to my wife, who is IRL a pagan witch. Oh, the rants I hear every time Wizard of Oz comes on... ;)

I like your take on witches/warlocks; I was fooling around with ideas revolving around herbalism mixed with spellcraft and so forth, but it never really jelled. Any tips on how you would approach your vision of witches and warlocks in a 1st Ed. AD&D setting? Ordinary magic-users who enter into a pact with the denizens of the Lower Planes, and at certain levels gain new abilities in return? Or a new class unto itself?

Thulcondar

Col_Pladoh

Monday, 4th September, 2006, 03:20 PM

Quote:

*Originally Posted by **Wolv0rine****You're just a cruel ol' bugger, aint'cha? :D*

:p

Nah! That's Jim Ward when GMing his MA campaign :lol:

BTW, Joe from Seattle and a friend of his from the East Coast did visit here last year, and we gamed a bit, so it isn't as if travelers aren't welcome to come by :cool:

Cheers,
Gary

Quote:

Originally Posted by **Thulcondar**

Heh, I'll be sure not to mention that to my wife, who is IRL a pagan witch. Oh, the rants I hear every time Wizard of Oz comes on... ;)

I like your take on witches/warlocks; I was fooling around with ideas revolving around herbalism mixed with spellcraft and so forth, but it never really jelled. Any tips on how you would approach your vision of witches and warlocks in a 1st Ed. AD&D setting? Ordinary magic-users who enter into a pact with the denizens of the Lower Planes, and at certain levels gain new abilities in return? Or a new class unto itself?

Thulcondar

:confused:

Witches really have nothing do do with modern Wiccan beliefs, something that was formulated in the last century supposedly based on Druidical paratices. As the Romans absolutely wipes out every vestage of Druidism, there is nothing of that old pagan religion to use in forming a new one save a few names.

Anyway, witches in the meddle ages were definately Satanists bent on doing the malign. That is my model for witches and warlocks in the RPG. I would certainly make it a separate class. The background for it is detailed and complex, so I again suggest regerencing the *Mythus* game treatment of them or else the LA game system's optional sourcebook, *Shamanism & Witchery*, the latter being more easily translated into AD&D mechanics. BTW, there are four sorts of Shamans, and one is near to Wiccan.

Cheers,
Gary

Geoffrey

Monday, 4th September, 2006, 07:46 PM

Gary, what is your opinion of:

1. Bob Bledsaw's old Judges Guild FRPG stuff

and

2. Dave Hargrave's old Arduin stuff?

Did you ever use much of either in your campaign?

Col_Pladoh

Monday, 4th September, 2006, 07:52 PM

Quote:

Originally Posted by **Geoffrey**

Gary, what is your opinion of:

1. Bob Bledsaw's old Judges Guild FRPG stuff

and

2. Dave Hargrave's old Aruin stuff?

Did you ever use much of either in your campaign?

I have nothing very positive to say, so I shall say very little.

Some of the JG stuff was useful...

Arduin Gromoire had no redeaming features that I could discover.

Cheers,
Gary

WolvOrine

Tuesday, 5th September, 2006, 05:53 AM

Quote:

Originally Posted by **Col_Pladoh**

:p

Nah! That's Jim Ward when GMing his MA campaign :lol:

BTW, Joe from Seattle and a friend of his from the East Coast did visit here last year, and we gamed a bit, so it isn't as if travelers aren't welcome to come by :cool:

Cheers,
Gary

Oh, never let it be said I spoke ill of your hospitality to travelling gamers, good sir. It's my ability to travel I disparage. :)

Col_Pladoh

Wednesday, 6th September, 2006, 12:09 AM

Quote:

*Originally Posted by **WolvOrine***

Oh, never let it be said I spoke ill of your hospitality to travelling gamers, good sir. It's my ability to travel I disparage. :)

:D

And I am just encouraging you to come by if and when you are in the vicinity of Chicago-Milwaukee-Rockford, IL-Madison, WI :cool:

Cheers,
Gary

WolvOrine

Wednesday, 6th September, 2006, 01:41 AM

Quote:

*Originally Posted by **Col_Pladoh***

:D

And I am just encouraging you to come by if and when you are in the vicinity of Chicago-Milwaukee-Rockford, IL-Madison, WI :cool:

*Cheers,
Gary*

Now why didn't I get these kinds of offers when I was still living in Ohio? :) But I'll make sure to remember it next time I have the chance. If I'm really lucky, I might be able to bring a gift of merlot or guinness.

Xyanthon

Wednesday, 6th September, 2006, 02:02 AM

Colonel,

Greetings from Okinawa, Japan! I just wanted to chime in with the others and say thanks for the 25 or so years of gaming you have given me. Your works have been a constant source of inspiration and have fueled my imagination like nothing else. I can't wait to introduce my son Bear (he's 2 1/2) to the hobby when he gets older. He is already highly fascinated with dragons so I think he's off to a good start!

Mark CMG

Wednesday, 6th September, 2006, 02:43 AM

Hiya Poppa G!

I wondered if you might be able to make it down to the next Chicago Gameday?

<http://www.enworld.org/showthread.php?t=172893>

There's still a slot open in the morning (there's always one available for you, of course) and I'd love to revisit my youthful days of 1974 with a game of OD&D, if you'd be so kind as to run one. Aside from the gaming, if I can sweeten the pot, I'd like to offer breakfast and/or lunch to compensate you for the drive down and the gas involved (might be \$5 a gallon by then!) Anyway, you'd make an old, but young at heart, gamer's dream come true if you could swing it. I played in the D&D Opens in those early Gencon days in Lake Geneva, Parkside, and the Mecca but never was lucky enough to draw you as the DM. (I'm sure the whole gang at Games Plus would also enjoy seeing you once again, too.)

Thanks and hope to hear good news!

As always,
Mark

haakon1

Wednesday, 6th September, 2006, 09:15 AM

Quote:

*Originally Posted by **Col_Pladoh***

As I mentioned, freeing captives is at least as beneficial as killing adversaries, so that is the justification for an XP award. The logic is in the same vein as awarding them for the casting of a spell that aids the party even though it doesn't necessarily harm any of its opponents or gain treasure.

How you do feel about xp awards for other "do the right thing" scenarios? After a very LONG adventure (slow over email!), I was thinking of toying with the idea of rewards for such things as I've listed below. Do you think these are worthy or unworthy, oh great sage of gaming?

Note: Some spoilers, but I won't tell the module I used.

- Immediate correct hunch as to the bizarre problem in a village, but without acting on it because the hunch didn't seem possible to the players.

- Using a skill to understand bizarre magic talk the villain was using to distract them. Basically, I gave them a speech about particle physics, and the character came back with, "Yes, but did you check for fuzzy quarks for 11th dimension neutron fluctuations". something like on a modified 30+ roll on a D20. The PC's didn't put anything together from this, though it did related to the plot, but everyone thought it was cool at the time.
- Using a skill to figure out some accounting records didn't make sense and were probably fake. Again, the PC's did well -- sneaking in to get the records and figuring them out -- but they couldn't figure out what was behind it.
- Surviving traps they set off accidentally.
- Disabling traps using clever ideas rather than thief skills.
- Convincing a carytid column to let them pass, by using knowledge of its maker and the correct ancient languages, including druidic. I figure full XP as if it was defeated in combat?
- In a single combat fight of honor with an ancient nonevil undead, conceding and winning the info you wanted from him and his respect, by bashing the heck out of each other with a high damage hit each round, until you were both one blow from destruction. I figure 1/2 xp for not actually winning.
- Fighting a ghost who wanted to kill an NPC to a standstill, forcing it to retreat because it could do no more, but not destroying it. I figure maybe 1/2 or 1/3 xp?
- Figuring out a ghost is a good guy.
- Finding the ghosts remains and properly burying them, thus freeing the ghost to go to its eternal reward. I figure the remaining xp up to its full value is about right, but maybe a little high?
- Knocking out and capturing an enemy. I figure full xp.
- Recovering friendly bodies and disposing of them properly. I figure no xp.
- Parlaying with an enemy (weird situation) and talking them into allying against the common enemy. I figure maybe full XP for the guy they initially parlayed with, and the leader?
- Combat in which 2/3 of the combatants were PCs, 1/3 friendlies, all similar levels. I figure 2/3 xp for the PC's.
- Combat with a really tough uberbadly, who was basically toying with them, but when he took some hits and realized his plans were foiled by the destruction of his minions, decided to flee, getting away scot free with all his stuff. I figure something like 1/4 xp, or nothing?
- Rescuing from a burning building some records the fleeing uberbadly was trying to burn, of no great value other than confirming the storyline and giving vague hints of future plotlines.
- Negotiating and intimidating a village into giving up allegiance to their previous, defeated ruler.
- "Nation building". Taking a village of folks that had no skills (basically blank slate minds for magical reasons) and hanging around for a month or so to feed them and teach them to farm and otherwise fend for themselves.

Col_Pladoh

Wednesday, 6th September, 2006, 03:53 PM

Quote:

*Originally Posted by **Wolv0rine***

Now why didn't I get these kinds of offers when I was still living in Ohio? :) But I'll make sure to remember it next time I have the chance. If I'm really lucky, I might be able to bring a gift of merlot or guinness.

Welcome with or without potables ;)

The summer Lake Geneva Gaming Convention provides a fine excuse to travel here. I run the RPGs I Gm on my front porch too :lol:

Cheers,
Gary

Col_Pladoh

Wednesday, 6th September, 2006, 04:02 PM

Quote:

*Originally Posted by **Xyanthon***

Colonel,

Greetings from Okinawa, Japan! I just wanted to chime in with the others and say thanks for the 25 or so years of gaming you have given me. Your works have been a constant source of inspiration and have fueled my imagination like nothing else. I can't wait to introduce my son Bear (he's 2 1/2) to the hobby when he gets older. He is already highly fascinated with dragons so I think he's off to a good start!

Howdy,

Your good words are appreciated.

A good time to start a child playing a simple form of the RPG is around five to seven years, depending on attention span and interest in fantasy. In all events make sure the threat level is low, that the child overcomes challenges and is rewarded handsomely. Fairy tales such as the many written by Andrew Lang provide excellent templates for adventures ;)

Cheers,
Gary

Col_Pladoh

Wednesday, 6th September, 2006, 04:06 PM

Quote:

*Originally Posted by **Mark CMG***

Hiya Poppa G!

I wondered if you might be able to make it down to the next Chicago Gameday?

<http://www.enworld.org/showthread.php?t=172893>

There's still a slot open in the morning (there's always one available for you, of course) and I'd love to revisit my youthful days of 1974 with a game of OD&D, if you'd be so kind as to run one. Aside from the gaming, if I can sweeten the pot, I'd like to offer breakfast and/or lunch to compensate you for the drive down and the gas involved (might be \$5 a gallon by then!) Anyway, you'd make an old, but young at heart, gamer's dream come true if you could swing it. I played in the D&D Opens in those early Gencon days in Lake Geneva, Parkside, and the Mecca but never was lucky enough to draw you as the DM. (I'm sure the whole gang at Games Plus would also enjoy seeing you once again, too.)

Thanks and hope to hear good news!

*As always,
Mark*

The invitation is most appreciated, but...

My current work load (what is semi-retirement?) Keeps me here at the computer most every day. Many deadlines to meet and all that rot...

I have no ready means of traveling to the get-together as wife Gail is busy with hew work demands too.

My health is such that I get pretty worn out in traveling and gaming, so I can do only one or the other usually.

:\
Gary

Col_Pladoh

Wednesday, 6th September, 2006, 04:27 PM

Quote:

*Originally Posted by **haakon1***

How you do feel about xp awards for other "do the right thing" scenarios? After a very LONG adventure (slow over email!), I was thinking of toying with the idea of rewards for such things as I've listed below. Do you think these are worthy or unworthy, oh great sage of gaming?

Note: Some spoilers, but I won't tell the module I used.

- Immediate correct hunch as to the bizarre problem in a village, but without acting on it because the hunch didn't seem possible to the players.

0 for a "Shoulda, coulda, woulda..."

Quote:

- Using a skill to understand bizarre magic talk the villain was using to distract them. Basically, I gave them a speech about particle physics, and the character came back with, "Yes, but did you check for fuzzy quarks for 11th dimension neutron fluctuations". something like on a modified 30+ roll on a D20. The PC's didn't put anything together from this, though it did related to the plot, but everyone thought it was cool at the time.

Yes, XPs are in order.

Quote:

- Using a skill to figure out some accounting records didn't make sense and were probably fake. Again, the PC's did well -- sneaking in to get the records and figuring them out -- but they couldn't figure out what was behind it.

Ditto

Quote:

- Surviving traps they set off accidentally.

Noppers.

Quote:

- Disabling traps using clever ideas rather than thief skills.

Absolutely deserves XPs.

Quote:

- Convincing a carytid column to let them pass, by using knowledge of its maker and the correct ancient languages, including druidic. I figure full XP as if it was defeated in combat?

Ditto.

Quote:

- In a single combat fight of honor with an ancient nonevil undead, conceding and winning the info you wanted from him and his respect, by bashing the heck out of each other with a high damage hit each round, until you were both one blow from destruction. I figure 1/2 xp for not actually winning.

Heh, and I'd give full XPs because of the end result. Loss of HPs in the process is immaterial; it is the success that counts.

Quote:

- Fighting a ghost who wanted to kill an NPC to a standstill, forcing it to retreat because it could do no more, but not destroying it. I figure maybe 1/2 or 1/3 xp?

I would likely consider full XPs for the victory even though the ghost was not destroyed.

Quote:

- Figuring out a ghost is a good guy.

Worth a moderate XP reward, certainly.

Quote:

- Finding the ghosts remains and properly burying them, thus freeing the ghost to go to its eternal reward. I figure the remaining xp up to its full value is about right, but maybe a little high?

I think the full XP award is in order for the success and the good deed.

Quote:

- Knocking out and capturing an enemy. I figure full xp.

Half to full depending on the foe and the circumstances. If the captured enemy is evil, loosed to return to working evil, no XPs at all are deserved.

Quote:

- Recovering friendly bodies and disposing of them properly. I figure no xp.

Perhaps a modest award to encourage this sort of behavior...

Quote:

- Parlaying with an enemy (weird situation) and talking them into allying against the common enemy. I figure maybe full XP for the guy they initially parlayed with, and the leader?

XPs of some amount are in order, but if the former enemy assists the party in defeating others, gaining XPs, the award should be moderate.

Quote:

- Combat in which 2/3 of the combatants were PCs, 1/3 friendlies, all similar levels. I figure 2/3 xp for the PC's.

I always divide up XPs equally between all of the victorious combatants. If some are henchmen of PCs, their award counts only 50% of the total XPs gained because of their status.

Quote:

- Combat with a really tough uberbadly, who was basically toying with them, but when he took some hits and realized his plans were foiled by the destruction of his minions, decided to flee, getting away scot free with all his stuff. I figure something like 1/4 xp, or nothing?

Full XPs for minions eliminated; a modest award for causing the big baddie to beat feet.

Quote:

- Rescuing from a burning building some records the fleeing uberbadly was trying to burn, of no great value other than confirming the storyline and giving vague hints of future plotlines.

A very modest reward to reinforce positive behavior.

Quote:

- Negotiating and intimidating a village into giving up allegiance to their previous, defeated ruler.

Depending on the import of the success, anything from a few XPs each to a hefty award for causing a community to switch sides.

Quote:

- "Nation building". Taking a village of folks that had no skills (basically blank slate minds for magical reasons) and hanging around for a month or so to feed them and teach them to farm and otherwise fend for themselves.

The good award for that act should be fairly generous, but not so much as to cause the PCs to gain considerably in their class levels, save for clerics of benign sort. That class is the one that should be fully rewarded for such an act. Paladins and druids and rangers moderately, others

minimally methinks--save for receiving high reput for doing so good a deed.

Cheers,
Gary

haakon1

Wednesday, 6th September, 2006, 04:46 PM

Quote:

Originally Posted by **Col_Pladoh**

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Cheers,
Gary

Thanks so much, Gary, for your generosity in answering my long question. This is very helpful. I thought perhaps I'd gotten overly generous over the years with lots of awards for not quiet killing stuff. It's good to hear how you'd do it. :)

Col_Pladoh

Wednesday, 6th September, 2006, 05:55 PM

Quote:

Originally Posted by **haakon1**

Thanks so much, Gary, for your generosity in answering my long question. This is very helpful. I thought perhaps I'd gotten overly generous over the years with lots of awards for not quiet killing stuff. It's good to hear how you'd do it. :)

Of course :cool:

If you check the *Legendary Adventure* game's experiece award system, the major awards are given for active and useful participation in the adventure session and fir successful completion of a mission. Very minor awards are constant for positive use of each Ability employed in the course of play, while minor ones are granted for proper decision making or positive action in regards success or weal.

that said, in the O/AD&D games I DM, I hand out XPs for eliminating foes, using spells and skills, doing the thing called for, mission success, as well as for loot gained--the latter being the main reason for most adventuring :lol:

Cheers,
Gary

Wolv0rine

Wednesday, 6th September, 2006, 08:51 PM

Quote:

Originally Posted by **Col_Pladoh**

Welcome with or without potables ;)

The summer Lake Geneva Gaming Convention provides a fine excuse to travel here. I run the RPGs I Gm on my front porch too :lol:

Cheers,
Gary

And for the first time in my 34 years (and with a hearty belly-laugh) I glimpse how the nutjobs of the 80's could have seen it all as a weird cult. I can just see you sitting on the porch with a handful of dice, waving whoever over. "Come on over and play. All are welcome, all are welcome."

Even if it were a cult, at least we're too cool to pass around kool-aid. :D

Show 20 post(s) from this thread on one page

BOZ

Wednesday, 6th September, 2006, 10:27 PM

here's one to boggle the mind:

<http://www.vecna.com/ess/Evolution/BPAD/index.shtml>

DungeonMaester

Wednesday, 6th September, 2006, 11:09 PM

Dear Gary,

I have to say, all the products that you and what came from you, have been very nice, over the many years, although that I have only been enjoying them for less then a fourth of the time they have been out. I started playing on 2e AD&D back in 90's (late I would assume having a memory flux) to 3.5 2-3 years back. From my time in the 'trenches of roleplaying' it would seem that the very attention of the game has shifted from well thought out fun characters to fairly well thought up characters that are rolled play. More and more playing has went from: I want to pick the lock, so I take out my tools, and stick them in the key hole picking around' to 'I pick lock, I rolled a 23, did it work?'

Again, I don't blame the companies that make the systems and ideas but the players that are making it more and more acceptable to not 'act out' as I remember in games of old. Maybe it was this way the whole time, maybe I was just naive having only limited groups that I played in, but whatever the reason and when ever it started, I would like to see it stop (or slow down) soon.

Personally, I think there is a few reasons why this is happening. The first one of which is what I call: 'dead rules'. Dead rules are what simple rules in the game that most DMs leave out, and when playing with second generation or first time players, they new players will leave out when they start DMing, not even knowing they are there. The Dead rules, which I can't remember at the moment (Irony, isn't it?) take away role playing aspects. Oh wait, I do remember!

1) Training to gain class levels and skills. This has turned into a assumption in 3.5 (that you do take the training) and now the assumption is ignored so its: You kill the tribe of goblins. 'Ding' You know learned a item creation feat and have 3 more ranks in Profession (sailor).

Ok, so that is the only one I remember off hand. :lol:

A lot of the role playing reasons have been removed from the game, and are viewed simply as a 'mechanic' that is either 'too weak' or 'over powered' When I do think people really understand what that means anymore.

Another thing I can't say is that I know for a fact what the reasons behind the way you designed the game (which is to say: the role playing and mechanical aspects that entail the world) But I would like to think it was for role playing first. This is why I strongly disagree with game designers like Monte Cook. Most of Monte's ideas will make a role playing game feel more like a arcade game then a role playing. In a post that was well received on this forum, monte introduced a idea that I thought, ruined spell casters. Instead of spell casters having to be thoughtful in picking and choosing what spell to prepare and use for out the day, Monte's idea allowed casters a near infinite amount of spells, only limiting the spells per encounters. This is to say, a Wiz can can fireball 3 times in one battle, three times in another battle, three times again, and again and again. This ruins the wizard from being a thoughtful know-it-all to a magic powerhouse of fiery death. I absolutely hate the idea of making D&D into a arcade just so a class can be thought to be more balanced, the idea is just wrong.

So, to make my rant at least some one relevant and not all a idealistic zealot rant: Yes or no- Will 4th ED be a point buy system like the other games that d20 is buying out?

Sorry for any typos in advance.

---Rusty

haakon1

Thursday, 7th September, 2006, 06:15 AM

Quote:

Originally Posted by **Col_Pladoh**

Of course :cool:

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that said, in the O/AD&D games I DM, I hand out XPs for eliminating foes, using spells and skills, doing the thing called for, mission success, as well as for loot gained--the latter being the main reason for most adventuring :lol:

Cheers,
Gary

This approach makes sense to me. I like the judgment-based nature of it, in contrast to the DM as computer approach of WOTC these days. Sticking to the mission rather than hunting down giant rats for their XP bounty seems a better behavior to reward.

I've played with one DM who takes the approach of not bothering with the accounting at all, just saying, "Ah, it's about time you leveled up" once every few sessions. It works OK.

What do you think of characters leveling up during adventures? I'm highly against this, as I can see little "in character" justification for a sudden change, and I prefer to do the accounting at the end of an adventure, when the PC's are on break of at least a week.

Mark CMG

Thursday, 7th September, 2006, 06:19 AM

Quote:

*Originally Posted by **Col_Pladoh***

The invitation is most appreciated, but...

My current work load (what is semi-retirement?) Keeps me here at the computer most every day. Many deadlines to meet and all that rot...

I have no ready means of traveling to the get-together as wife Gail is busy with hew work demands too.

My health is such that I get pretty worn out in traveling and gaming, so I can do only one or the other usually.

:|
Gary

Not to worry. I figured it was a long shot at best. I do hope, though, that you feel better.

All the best!

As always,
Mark

Treebore

Thursday, 7th September, 2006, 07:22 AM

Mark,

Could you make the LGGC in July? Or January if they end up having it? Gary is at those if his health permits. I'm going to do my best to make it to both of them.

Col_Pladoh

Thursday, 7th September, 2006, 04:31 PM

Quote:

*Originally Posted by **Wolv0rine***

And for the first time in my 34 years (and with a hearty belly-laugh) I glimpse how the nutjobs of the 80's could have seen it all as a weird cult. I can just see you sitting on the porch with a handful of dice, waving whoever over. "Come on over and play. All are welcome, all are welcome."

Even if it were a cult, at least we're too cool to pass around kool-aid. :D

:lol:

Well, as a matter of fact I did recruit James M. Ward to RPGing by button-holing him in the local magazine and paperback book shop here when I saw him checking out fantasy and SF titles. He gave me a rather strange look but did indeed come over to see about the game I had extolled to him...OD&D back in 74 'IIRR.

:eek:
Gary

DungeonMaester

Thursday, 7th September, 2006, 06:51 PM

Dear Gary,

Well, having no responce to my post is a constant theme, so I cant expect to goad a responce from you, Gary. Still, the avatar from futurama? Classic! didnt Al Gore say he was a 12 level Vice president? Which raises a semi personal question which you can fell free to asnwerr at your supreme will. :p Democrat or Repluician? Or a green party?

Sorry for any typos in advance.

----Rusty

Col_Pladoh

Thursday, 7th September, 2006, 07:38 PM

Quote:

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---Rusty

Errr... :confused:

Somehow I must have missed the post you made and refer to above. If you restate any questions I will attempt a proper response.

Al Gore was the replacement for David Duchovny who left Fox before the episode was in the can. In the process I received a couple of extra lines and had to do a second session in the studio, AL Gore's final line was, "I'm a 10th level vice president," IIRR.

This is not the place to discuss politics, but I will say that I am a Life Member of the Libertarian Party, not a liberal as defined by today's standards, and very much concerned about Islamofascism, a threat I think worse than that of the Nazis and Imperial Japan in the 1930s and 40s. this latter view places me at extreme with the Libertarian position, which I view as extremely flawed.

Cheers,
Gary

DungeonMaester

Thursday, 7th September, 2006, 08:27 PM

Thanks gary for responding and the corretion. I havn't seen that episode in a while but was sure it was some where close to the tens. Here is a repost of my rather...Rant....

Quote:

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So, to make my rant at least some one relavnt and not all a idealistic zealot rant: Yes or no- Will 4th ED be a point buy sytem like the other games that d20 is buying out?

Sorry for any typos in advance.

---Rusty

P.S. Yeah, its not a place to discuss politics, but I cant help my self some times, putting politics above gaming. Sadly, everything has become so polarized in order to make it simple to blame a party as a whole. I concider my self a 'constitutional' party (which is to say, run the U.S. ran by the laws laid down by our fore-fathers. I'll stop there before I start ranting on that too.

---Rusty

Quote:

Originally Posted by **DungeonMaester**

Thanks gary for responding and the correction. I haven't seen that episode in a while but was sure it was somewhere close to the tens. Here is a repost of my rather...Rant....

The RPG as designed by me was meant to be mainly action-adventure, an even mix of roll-playing and role-playing, but never rule-playing :]

The game changed a little when AD&D was published, a bit more for the worse IMO when 2E was released, and with 3E the original was lost in intent and manner of play.

As I have nothing to do with the D&D game these days I can not say what 4E is likely to resemble.

Quote:

P.S. Yeah, it's not a place to discuss politics, but I can't help myself some times, putting politics above gaming. Sadly, everything has become so polarized in order to make it simple to blame a party as a whole. I consider myself a 'constitutional' party (which is to say, run the U.S. run by the laws laid down by our fore-fathers. I'll stop there before I start ranting on that too.

---Rusty

Politics are surely more important than games! however this board is for the latter :)

Sadly, the constitution of the USA has been ignored and perverted for many a decade now...

Cheers,
Gary

Vague Jayhawk

Thursday, 7th September, 2006, 10:29 PM

I am in my final year as a political science major. When I go to Washington I am going to lobby for the needs of the gaming community. (i.e. gamers at any workplace get an extra hour lunch so that they can get some good gaming in with co-workers, 10% off all munchies and drinks when you show a store your DMG, and gamer only parking spaces in public places (you know, with all the books we have to carry))

But seriously, I don't have anything constructive to contribute to this conversation. I just thought that now would be a great time to thank you for all of the fun I have had gaming.

I started gaming in 5th grade, 1983, old red box days. Many of the best friends I have had in my life were met while playing Dungeons and Dragons. Good times, good friends. Thanks Gary.

gideon_thorne

Thursday, 7th September, 2006, 10:32 PM

chuckles Far more useful to lobby for discounts in houses of ill repute so gamers can have a social life. :lol:

Priorities, priorities. ^_~`

Pete

Col_Pladoh

Thursday, 7th September, 2006, 10:33 PM

Quote:

Originally Posted by **Vague Jayhawk**

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I started gaming in 5th grade, 1983, old red box days. Many of the best friends I have had in my life were met while playing Dungeons and Dragons. Good times, good friends. Thanks Gary.

:lol:

That's a great set of lobbying goals :D

Thank you for bringing some levity to this thread.

Cheers,
Gary

Mycanid

Thursday, 7th September, 2006, 10:54 PM

Quote:

Originally Posted by **Col_Pladoh**

The RPG as designed by me was meant to be mainly action-adventure, an even mix of roll-playing and role-playing, but never rule-playing :]

The game changed a little when AD&D was published, a bit more for the worse IMO when 2E was released, and with 3E the original was lost in intent and manner of play.

Hey Gary - your friendly neighborhood mushroom here....

A very good summary ... I agree with you in much of your analysis and it is refreshing to hear you so forthright about it! :)

I would only add that it is possible to keep or lose the spirit of the game in any of the editions, and indeed in any rpg ... it just seems that for many (although by no means all) people this is easier to lose if there is more detail in descriptions of the rules. I have come across this many, many times in here and in meeting with other gamers.

What do you think? Is this your experience too?

DungeonMaester

Thursday, 7th September, 2006, 11:27 PM

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I would only add that it is possible to keep or lose the spirit of the game in any of the editions, and indeed in any rpg ... it just seems that for many (although by no means all) people this is easier to lose if there is more detail in descriptions of the rules. I have come across this many, many times in here and in meeting with other gamers.

What do you think? Is this your experience too?

It's been my experience in just about every game I played, which is why I tend to lay it on thick when I DM. Only the 'Power gamers' complain though, since players enjoy the detail to the back story I help players achieve, which in turn, gives more plot twist to work with making it fun for most. Others are just disturbed about the obsession I put into melding the world to the 'reality' of the game.

Sorry for any typos in advance.

--Rusty

Col_Pladoh

Thursday, 7th September, 2006, 11:54 PM

It is usual for me to virtually speak my mind.

The style of play is mainly influenced by the rules and rewards granted therein to players, as well as the system's direction for the game master.

The most popular style of role-playing is really nothing more not less than seek & destroy.

Cheers,
Gary

Mycanid

Thursday, 7th September, 2006, 11:56 PM

Quote:

Originally Posted by **Col_Pladoh**

It is usual for me to virtually speak my mind.

::GROAN::

TERRible pun sir. Terrible. :lol:

haakon1

Friday, 8th September, 2006, 05:16 AM

Quote:

Originally Posted by **Col_Pladoh**

this latter view places me at extreme with the Libertarian position, which I view as extremely flawed.

Not to get political, but I think there's a word for a Libertarian who can't abide by the restrictions of the traditional Libertarian party line: a free thinker. :)

Col_Pladoh

Friday, 8th September, 2006, 03:58 PM

Quote:

Originally Posted by **Mycanid**

::GROAN::

TERRible pun sir. Terrible. :lol:

Pun? Me?

:uhoh:
Gary

Col_Pladoh

Friday, 8th September, 2006, 04:01 PM

Quote:

*Originally Posted by **haakon1***

Not to get political, but I think there's a word for a Libertarian who can't abide by the restrictions of the traditional Libertarian party line: a free thinker. :)

:cool:

Quite so, and well put. I do believe that the majority of RPG devotees will be pretty much that way, thinking for themselves rather than following along party lines or the like. Sometimes it hurts to do that, but one keeps ones principles that way.

Cheers,
Gary

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DungeonMaester

Friday, 8th September, 2006, 04:41 PM

Quote:

*Originally Posted by Col_Pladoh**It is usual for me to virtually speak my mind.**The style of play is mainly influenced by the rules and rewards granted therein to players, as well as the system's direction for the game master.**The most popular style of role-playing is really nothing more not less than seek & destroy.**Cheers,
Gary*

Dear Gary, father of the game:

As opposed to what you said before about D&D not to be ruled? Ive always seen D&D as a world that you (Your character) lives in that is controlled by fate/luck/God (the Dm) Well, you are the creator. Though I take some right in D&D be a abstract game, and abstarct means 'Different to all people'

Also, in the Tome of Horrors you wrote: 'This is a thinking man's dungeon. If your party is a hack and slash they wont enjoy it' Or somehting to that line. Is that your personal outlook on D&D?

Sorry for any typos in adavance.

---Rusty

airwalkrr

Friday, 8th September, 2006, 05:50 PM

Gary, got a question for ya; sorry if it's been asked before. Have you ever allowed evil player characters in your campaign? Did it work well or did it cause a lot of disruption? Were the characters still heroic or were they more of the "anti-hero?" Thanks!

Col_Pladoh

Friday, 8th September, 2006, 07:23 PM

Quote:

*Originally Posted by DungeonMaester**Dear Gary, father of the game:**As opposed to what you said before about D&D not to be ruled? Ive always seen D&D as a world that you (Your character) lives in that is controlled by fate/luck/God (the Dm) Well, you are the creator. Though I take some right in D&D be a abstract game, and abstarct means 'Different to all people'**Also, in the Tome of Horrors you wrote: 'This is a thinking man's dungeon. If your party is a hack and slash they wont enjoy it' Or somehting to that line. Is that your personal outlook on D&D?**Sorry for any typos in adavance.**---Rusty*

No opposition in my statement at all methinks...

Fixation on a single aspect of the RPG form makes for tedious play to my thinking. All combat, all exploration, all yakking, all problem solving, all any single thing is downright dull. Balanced play is about half of the favored aspect, with the others having lesser time in the adventure session--sometimes hardly any, although they should then dominate a near-future session.

That said, virtually all CRPG play is nothing more than seek & destroy missions, or grieving. That is the main fact enabling me to point out that H&S play is the most popular.

No need to concern yourself about typos in my case :lol:

Cheers,
Gary

Col_Pladoh

Friday, 8th September, 2006, 07:27 PM

Quote:

Originally Posted by **airwalkrr**

Gary, got a question for ya; sorry if it's been asked before. Have you ever allowed evil player characters in your campaign? Did it work well or did it cause a lot of disruption? Were the characters still heroic or were they more of the "anti-hero?" Thanks!

But of course. Ernie, Terry, and Rob all eventually played LE PCs at times, some exclusively. As they tended to adventure together or alone, there was never any disruption.

Mordenkainen as a TN character would sometimes accompany one or more of those PCs when another DM was running the session.

Yo be rounded in my playing experience for a brief time I played a NE cleric assassin PC with a group of all evil characters. He died and his body was looted and left, so that ended that.

Cheers,
Gary

Col_Pladoh

Friday, 8th September, 2006, 07:31 PM

Quote:

Originally Posted by **BOZ**

here's one to boggle the mind:

<http://www.vecna.com/ess/Evolution/BPAD/index.shtml>

Boz,

How I missed your post is a mystery to me.

So is the name of that corporation. One should keep an eye on it and have a hand in what it does... :eek:

Cheers,
Gary

haakon1

Friday, 8th September, 2006, 09:45 PM

Quote:

Originally Posted by **Col_Pladoh**

Fixation on a single aspect of the RPG form makes for tedious play to my thinking. All combat, all exploration, all yakking, all problem solving, all any single thing is downright dull. Balanced play is about half of the favored aspect, with the others having lesser time in the adventure session--sometimes hardly any, although they should then dominate a near-future session.

That said, virtually all CRPG play is nothing more than seek & destroy missions, or grieving. That is the main fact enabling me to point out that H&S play is the most popular.

The concentration on hack & slash in CRPG's may not be because it's preferred by players, but because it's easier to program impressively. The AI's in games -- RPG or strategy -- are pretty weak at interacting with player characters. Talking to another great power in Civilization or to a monster in Temple of Elemental Evil is pretty much on the level of 1970s text based games -- we're only 1 or 2 steps beyond 1970s tech in the "talkie" aspects, but way way beyond in graphical horsepower to display exciting, fast combat (compare to Moria to see the difference in what's essentially the same idea of combat).

I don't play World of Warcraft, but I wonder if anyone is doing yakking on there? I suspect not with NPC's, but possibly with each other.

As for problem solving, I find that annoying in most computer games, as it's usually the same old problem -- get the McGuffin to go with the other McGuffin to open the door/get the prize. Yawn.

But I'm glad that computer RPG's are so limited . . . it gives us an excuse to keep playing the real thing! :confused:

Col_Pladoh

Friday, 8th September, 2006, 10:24 PM

Quote:

Originally Posted by **haakon1**

The concentration on hack & slash in CRPG's may not be because it's preferred by players, but because it's easier to program impressively. The AI's in games -- RPG or strategy -- are pretty weak at interacting with player characters. Talking to another great power in Civilization or to a monster in Temple of Elemental Evil is pretty much on the level of 1970s text based games -- we're only 1 or 2 steps beyond 1970s tech in the "talkie" aspects, but way way beyond in graphical horsepower to display exciting, fast combat (compare to Moria to see the difference in what's essentially the same idea of combat).

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But I'm glad that computer RPG's are so limited . . . it gives us an excuse to keep playing the real thing! :confused:

:lol:

What you say about programmig is true, but shooters and martial arts fighting games that don't pretend to be RPGs at all are just as popular.

Seek and destroy is unpretentious, easy, fun, and offers immediate rewards. that is why it is and will remain the most popular game form...outside of gambling, card games such as bridge, and chess.

Cheers,
Gary

gideon_thorne

Friday, 8th September, 2006, 10:26 PM

Quote:

*Originally Posted by **Col_Pladoh***

Seek and destroy is unpretentious, easy, fun, and offers immediate rewards. that is why it is and will remain the most popular game form...outside of gambling, card games such as bridge, and chess.

And even gambling has a bit of seek and destroy in it. Since one is seeking to destroy someone elses money pile. :lol:

DungeonMaester

Saturday, 9th September, 2006, 12:46 AM

Quote:

*Originally Posted by **Col_Pladoh***

No opposotion in my statement at all methinks...

Fixation on a single aspect of the RPG form makes for tedious play to my thinking. All combat, all exploration, all yakking, all problem solving, all any single thing is downright dull. Balanced play is about half of the favored aspect, with the others having lesser time in the adventure session--sometimes hardly any, although they should then dominate a near-future session.

That said, virtually all CRPG play is nothing more than seek & destroy missions, or grieving. That is the main fact enabling me to point out that H&S play is the most popular.

No need to concern yourself about typos in my case :lol:

*Cheers,
Gary*

Dear Gary, Father of the game:

My campaigns are 99% Political intruge, which is my favorite concidering it offers a little bit of everything, with my favorite plot twist. I have a Emphisis on role playing though, becuase people forget that D&D isnt about playing a Barbarian who can do 4d6+ 8 damage at first level. Its gets to the point where the players will use the terms like 'Bab" and 'HD' and such in game, where such terms dont exist.

Second and lastly, I wasn't looking for a condriction in your words, just fishing for a personal idea other then the liberal 'Play D&D and have fun'

Sorry for any typos in adavance.
---Rusty

(P.S.- 'Sorry for any typos in adavnace' is a common theme in all my post, not just this one.)

Col_Pladoh

Saturday, 9th September, 2006, 03:26 PM

Quote:

*Originally Posted by **gideon_thorne***

And even gambling has a bit of seek and destroy in it. Since one is seeking to destroy someone elses money pile. :lol:

Hadn't considered that, but there is some validity to the assertion. The main motivator is getting something for nothing but gaming, of course.

OTOH, serious chess play is certainly a seek & destroy exercise, each opponent aiming to to that to the other.

Cheers,
Gary

Col_Pladoh

Saturday, 9th September, 2006, 03:46 PM

Quote:

*Originally Posted by **DungeonMaester***

Dear Gary, Father of the game:

My campaigns are 99% Political intruqe, which is my favorite concidering it offers a little bit of everything, with my favorite plot twist. I have a Emphisis on role playing though, becuae people forget that D&D isnt about playing a Barbarian who can do 4d6+ 8 damage at first level. Its gets to the point where the players will use the terms like 'Bab" and 'HD' and such in game, where such terms dont exist.

Second and lastly, I wasn't looking for a condiction in your words, just fishing for a personal idea other then the liberal 'Play D&D and have fun'

Sorry for any typos in adavance.

---Rusty

(P.S.- 'Sorry for any typos in adavnace' is a common theme in all my post, not just this one.)

Heh...

All well and good, but...

The D&D game IS about hack & slash if the participants so desire, just as it is about political intregue if that is the desired emphasis by the group playing the game. Game is the principal operative word in RPG ;) Whatever pleases the group is correct for them.

Cheers,

Gary

DungeonMaester

Saturday, 9th September, 2006, 08:54 PM

Deary Gary,

I think there is still a little bit of confusion between you and I. By political intruqe campain, it would be the total overview of the game. In this type, Pcs will find them selves working for a/many kings or factions, who give them orders and they do what ever it was the orders are.

In a session, I keep a balanace of role playing and fighting in a session, not matter whwat the session is, becuae all talking or al fighting is borning, so its about a 50/50. Its hard to do online though. The larger plots are about politics, betrayals and rebelions and war.

Sorry for any typos in advance.

---Rusty :confused:

Col_Pladoh

Saturday, 9th September, 2006, 09:32 PM

Quote:

*Originally Posted by **DungeonMaester***

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Sorry for any typos in advance.

---Rusty :confused:

Not to be concerned.

Your manner of Game Mastering is not in question, and how you do that doesn't affect what I said about what aspects of the RPG are usual in a play session, how several should be icluded.

I would qualify what you stated by saying it was a choice of play mode leading to varied RPG activity by your group :D

Cheers,

Gary

BOZ

Monday, 11th September, 2006, 06:33 AM

Quote:

*Originally Posted by **Col_Pladoh***

Boz,

How I missed your post is a mystery to me.

So is the name of that corporation. One should keep an eye on it and have a hand in what it doea... :eek:

Cheers,
Gary

just remember, gary: vecna cares... ;)

Col_Pladoh

Monday, 11th September, 2006, 03:41 PM

Quote:

*Originally Posted by **BOZ***

just remember, gary: vecna cares... ;)

:lol:

I still have to laugh when I hear about the Head of Vecna :eek:

Cheers,
Gary

Elfdart

Monday, 11th September, 2006, 08:37 PM

Our group got tired of a power gamer who expected to find artifacts in every adventure and was put off when he didn't get a souped-up magic item in every dungeon. His habit of shouting "MINE" whenever magic was detected was annoying, too. So after an encounter with zombies, one of our PCs cut off a zombie's hand, cast *Nystul's Magic Aura* on it and said "It's radiating incredibly powerful magic!" at which point the jackass decided it was for him -and we agreed. :]

So one of us volunteered to chop off his PC's left hand (the fighter was right-handed), did so, and we tied uh, Vecna's Hand on with a piece of rope. Of course there was no magic and one of the other players said "You have to use your sword hand to get Vecna's powers." So we chopped off his right hand, too. Then the player was getting worried. His munchkin PC had got both his hands cut off and the "Hand of Vecna" wasn't doing anything. Finally the DM couldn't contain himself and said that in order to activate this "Hand of Vecna" the fighter would have to "find the mightiest tree in the forest and chop it down wiithiith...

...a C h e e l n "Go

The dummy didn't get the joke and said "But I don't have any hands!"

At which point we all had a collective BWHAHAHAHAHAAAAAAA! at his expense. He shaped up after that.

Col_Pladoh

Monday, 11th September, 2006, 09:22 PM

Quote:

*Originally Posted by **Elfdart***

...

The dummy didn't get the joke and said "But I don't have any hands!"

At which point we all had a collective BWHAHAHAHAHAAAAAAA! at his expense. He shaped up after that.

In the same vein as the Head of Vecna and most amusing.

As the saying goes about being conned, "You can't cheat an honest man." That applies to players as well in regards to power-gaming greed as opposed to reasonable desire for progress.

Cheers,
Gary

haakon1

Thursday, 14th September, 2006, 11:08 PM

Quote:

*Originally Posted by **Col_Pladoh***

As the saying goes about being conned, "You can't cheat an honest man." That applies to players as well in regards to power-gaming greed as opposed to reasonable desire for progress.

That's why it's pretty easy to con Player Characters.

I pulled a "pigeon drop" on the players in Boot Hill once, getting them to put up their claim and some cash into escrow with the fake authority figure to get ahold of the fake "found" treasure map. Of course, the PC's dummied up a claim, so they didn't lose too much of their grubstake. :lol:

Are there any classic stories of cons in old Lake Geneva? It seems like the "Spanish Prisoner" con (nowadays most popularly seen in Nigerian emails) is a natural for D&D. "If only we could borrow your magic items to free the princess, the rewards would be enormous!"

Tenser was conned by a hill giant, and I tried to dupe several PCs into get-rich-quick wagers. Sadly for me, the regulars were all too canny after being burned by my various ploys, so...

I did, though, manage to con Robilar into entering a cave with a sleeping red dragon, the "helpful" thief that brought him to the place waiting outside until Robilar was well inside, then yelling "LOOK OUT!" at the top of his lungs. Unluckily for dragon and thief, Robilar offed both although he was near death at the conclusion of the fray.

Cheers,
Gary

haakon1

Friday, 15th September, 2006, 09:51 PM

Quote:

*Originally Posted by **Col_Pladoh****Tenser was conned by a hill giant, and I tried to dupe several PCs into get-rich-quick wagers. Sadly for me, the regulars were all too canny after being burned by my various ploys, so...*

I can imagine they'd have to be pretty wary to survive.

Quote:

*Originally Posted by **Col_Pladoh****I did, though, manage to con Robilar into entering a cave with a sleeping red dragon, the "helpful" thief that brought him to the place waiting outside until Robilar was well inside, then yelling "LOOK OUT!" at the top of his lungs. Unluckily for dragon and thief, Robilar offed both although he was near death at the conclusion of the fray.*

Good old Robilar. He's the only character from the Rogue's Gallery I've used in my own campaign. The way I played him was ruthless but about fair play and respectful of/gracious to honorable opponents (such as my PCs). I had him as the secret leader behind the slaving going on at the Sinister Secret of Saltmarsh, and after the PC's took the slavers' ship, he came and got it back, knocking them out with poison gas. He sold them into slavery on a volcanic Aztec island in the Dramidj Ocean (where I ran Slavepits of the Undercity, or whatever the adventure is where you start out naked in the dark of a dungeon, condemned to death by dungeon crawl), but when they finally made it out underwater and the island was blowing up, he helped hold off the bad guys while they made off with a ship. I think he was everyone's favorite villain. :D

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Thulcondar

Monday, 18th September, 2006, 01:57 AM

Quote:

*Originally Posted by Col_Pladoh**Tenser was conned by a hill giant, and I tried to dupe several PCs into get-rich-quick wagers. Sadly for me, the regulars were all too canny after being burned by my various ploys, so...*

By curious happenstance, I just a couple of months ago obtained a copy of the article from the Great Plains Game Players Newsletter which chronicles the tale. Slightly before my RPGing time, but only slightly. I was still plying my hand at SPI and AH hex-and-counter games at the time. But neat torpedo to see something from the very distant mists of time, when wilderness adventures were still played on the AH "Outdoor Survival" board.

If you don't mind, I have yet more questions with which to pepper you. (And I will once again thank you for your previous replies to my doubtless-tedious questions, and thank you in advance for any information you are able and willing to give.)

How does it feel to see characters who you have developed over the course of decades being, in essence, appropriated and developed by others? I refer specifically to TSR/WOTC's use of the famous such as Mordenkainen and Tenser, but I must humbly confess that I, too, have tried to breathe life into such famous figures as Melf, Biff, and so forth, based on their presentation in the 'Gord the Rogue' novels. Is there any sort of resentment? Or do you see it as a natural part of creating something and giving it forth to others to use?

Speaking of which, a minor mystery; is not Melf (nee Prince Brightflame) a scion of the royal house of Celene?

I am a great fan of the "From the Sorcerer's Scroll" articles from the pages of Dragon magazine in the early 1980's, which detailed the movements of armies and such across the Flanaess. They were obviously written with the mind of a miniatures gamer. I was just wondering if any of the battles described therein were ever played out by the local crew up there in LG?

Again, speaking of which, was the Battle of Emridy Meadows (which of course forms the backdrop to the venerable T1 "Village of Hommlet") ever actually played out? For that matter, where are the Emridy Meadows, anyway?

And following the stream-of-consciousness post which I seem to inadvertently be making, I would ask you to clarify the rather curious statement found in T1, to the effect that if harm came to Lareth the Beautiful, the Demonness Lolth would take it ill. Was she somehow involved in the rise of the Temple? It's resurgence? It seems to be something of a contradiction with the Gord novels, which posit a link between Zugtmoy and Graz'zt (and, by connection, Eclavdra), who if anyone is, is not in Lolth's good graces.

And, last one for this post; do you have any philosophical take on the difference between adventures whose goal is to prevent depredations of the innocent (a la G1-3), as opposed to those whose goal is to kill things and take their stuff (a la Castle Greyhawk, S1, S4, etc.). I realize the nature of tournament modules makes the former somewhat easier to plot, but in a campaign setting, do you have any insights on the nature of those two sorts of adventures?

Again, my thanks for reading my ramblings.

Thulcondar

Col_Pladoh

Monday, 18th September, 2006, 04:09 PM

Quote:

*Originally Posted by Thulcondar**By curious happenstance, I just a couple of months ago obtained a copy of the article from the Great Plains Game Players Newsletter which chronicles the tale. Slightly before my RPGing time, but only slightly. I was still plying my hand at SPI and AH hex-and-counter games at the time. But neat torpedo to see something from the very distant mists of time, when wilderness adventures were still played on the AH "Outdoor Survival" board.*

Did the hand-written portion, the note from the hill giant, appear in the GP2 version of the tale? (Blamed if I can recall, and Jim Lurvey isn't handy for me to query him.) The reason I ask is that Grodog recently sent me a copy of that account, and I had to laugh again at the ploy I had the giant use to dupe his mark--then a young teenager, of course, so it was quite unfair of me

Quote:

If you don't mind, I have yet more questions with which to pepper you. (And I will once again thank you for your previous replies to my doubtless-tedious questions, and thank you in advance for any information you are able and willing to give.)

I have a busy day ahead of me, so likely the replies will be terse.

Quote:

How does it feel to see characters who you have developed over the course of decades being, in essence, appropriated and developed by others? I refer specifically to TSR/WOTC's use of the famous such as Mordenkainen and Tenser, but I must humbly confess that I, too, have tried to breathe life into such famous figures as Melf, Biff, and so forth, based on their presentation in the 'Gord the Rogue' novels. Is there any sort of resentment? Or do you see it as a natural part of creating something and giving it forth to others to use?

With regard to commercial exploitation, irritation in that the PCs names, as was so much else, were taken essentially by force from me by TSR. As for players using and expanding differentiating, I find that quite proper, as I design for players, to make the material presented accommodating in that regard.

Quote:

Speaking of which, a minor mystery; is not Melf (nee Prince Brightflame) a scion of the royal house of Celene?

Melf was the PC of my son Luke. He had no such fol-de-rol in mind when he created and played that PC... :lol:

Quote:

I am a great fan of the "From the Sorcerer's Scroll" articles from the pages of Dragon magazine in the early 1980's, which detailed the movements of armies and such across the Flanaess. They were obviously written with the mind of a miniatures gamer. I was just wondering if any of the battles described therein were ever played out by the local crew up there in LG?

Sadly, no. As a sort of military historian, board and tabletop wargamer, I used my imagination only to create those accounts.

Quote:

Again, speaking of which, was the Battle of Emridy Meadows (which of course forms the backdrop to the venerable T1 "Village of Hommlet") ever actually played out? For that matter, where are the Emridy Meadows, anyway?

See above.

Quote:

And following the stream-of-consciousness post which I seem to inadvertently be making, I would ask you to clarify the rather curious statement found in T1, to the effect that if harm came to Lareth the Beautiful, the Demoness Lolth would take it ill. Was she somehow involved in the rise of the Temple? It's resurgence? It seems to be something of a contradiction with the Gord novels, which posit a link between Zugtmoy and Graz'zt (and, by connection, Eclavdra), who if anyone is, is not in Lolth's good graces.

I was intimating that Lolth had taken a shine to Lareth, as he was beautiful, regardless of where his loyalties, if you will pardon the misapplication of the concept, lay. Lolth too can covet another's property... :uhoh:

Quote:

And, last one for this post; do you have any philosophical take on the difference between adventures whose goal is to prevent depredations of the innocent (a la G1-3), as opposed to those whose goal is to kill things and take their stuff (a la Castle Greyhawk, S1, S4, etc.). I realize the nature of tournament modules makes the former somewhat easier to plot, but in a campaign setting, do you have any insights on the nature of those two sorts of adventures?

Again, my thanks for reading my ramblings.

Thulcondar

Of course. the former are for heroic play, the latter sort of adventures are for sheer entertainment...and for building up PCs so as to make them more effective in heroic deeds of derring-do.

BTW, S1 was a test of ability, not a module to kill things ;)

Cheers,
Gary

grodog

Monday, 18th September, 2006, 07:08 PM

Quote:

*Originally Posted by **Thulcondar***

By curious happenstance, I just a couple of months ago obtained a copy of the article from the Great Plains Game Players Newsletter which chronicles the tale. Slightly before my RPGing time, but only slightly.

I'd be happy to compare notes, if you have similar goodies in your GH hoard, Thulcondar :D

Thulcondar

Monday, 18th September, 2006, 08:39 PM

Quote:

*Originally Posted by **Col_Pladoh***

Did the hand-written portion, the note from the hill giant, appear in the GP2 version of the tale? (Blamed if I can recall, and Jim Lurvey isn't handy for me to query him.) The reason I ask is that Grodog recently sent me a copy of that account, and I had to laugh again at the ploy I had the giant

use to dupe his mark--then a young teenager, of course, so it was quite unfair of me

It does indeed have the hand-written note. Jim Lurvey was kind enough to send me a .pdf of the article. Ah, innocent days of yore.

And yes, Grodog, I would be happy to compare notes any time; I would consider it an honor. I'll send you my email via PM.

Thul

Col_Pladoh

Monday, 18th September, 2006, 09:01 PM

Quote:

*Originally Posted by **Thulcondar***

It does indeed have the hand-written note. Jim Lurvey was kind enough to send me a .pdf of the article. Ah, innocent days of yore.

...

Thul

Well,

Quoting Bugs Bunny, "Ain't I a stinker?"

:lol:

Gary

Deuce Traveler

Wednesday, 20th September, 2006, 09:57 AM

I'm trying out a paladin in the original Temple of Elemental Evil, and am having a good time with both the module and the concept of the lawful good man who rides into an area beset by evil to cleanse it. Especially since my paladin isn't stuck in the latest canon. We have four characters that all worship Pelor: a cleric, a monk, my paladin, and the thief who really only worships Pelor because he wants to hang out with our group and get a share of that treasure.

My paladin is a worshipper of Pelor, and he's a rough-and-ready type. He doesn't wear polished armor since he likes to try to sneak up on the enemy, if able, and he carries a battle-axe instead of the typical sword. Although he doesn't practice it, he tolerates shadier dealings such as his companions enjoyment of ladies-of-the-night, since it isn't against the law to do so. Also, he recently allowed the thief to take control of a large pirate boat we just captured in Nulb in order to convert it into a future floating guildhouse. This came about because we were supposed to question the pirate captain about the entrance to the temple, but my character couldn't take any more of the man's boasting of his evil deeds and all hell broke loose...(along with the DM's script). He did make the rogue promise to focus his guild on trading and the infiltration of evil organizations, and not stealing from the good locals, however. Now to the big moral question...

We used to make an effort to take those that surrendered to us and bring them to Hommlet for imprisonment and trial, but they would either be released due to corrupt guards, or people on the outside would slay the guards and free them. The good people were frightened of the more corrupt ones in their midst, making a trial impossible.

After a few incidents, my paladin came up with a solution. He has a speech ready when he enters a room full of low-lives or when humanoids surrender after a few rounds of combat. It goes like this: "Gentlemen, you have three choices. First, you may surrender yourselves to me and I will place you under arrest in our fortress (converted Moat House now made into a fortress/temple to Pelor). There you will receive food and a cell to rest in, but will have no trial until we have cleansed this land of evil. This may be a long time, but afterwards you will be tried by the good people of Hommlet. Your second option is to agree to repent your evil ways and convert to Pelor. You will still be kept in a cell, but we will see to your religious education and free you when we are confident that you have seen Pelor's light (by using Detect Evil and testing their knowledge of Pelor). Finally, I can judge you here and now. I warn you that my judgement is harsh, and it will most likely end with your execution. You will have your say, and if I deem you guilty, I will allow you an hour to pray to your god before giving you the axe. What do you choose?"

So far I have had a lot of surrenders, one conversion, and one execution. The execution shocked the party. I put the river pirate captain on trial and his only verbal defense (after he asked for the trial) was to spit at me. So I had him locked in his cabin to pray for an hour, drug him out to the edge of his vessel, tied him down, and told him to say his last prayers to his sea god and asked if he had any last requests. He asked to be thrown into the sea he loved, and we had a short dialogue of mutual respect, before I gave him a moment to make his prayer, chopped his head off, and kicked both pieces of his body into the river.

The rest of the players stared wide-eyed and thought it a very un-paladin thing to do. Given the state of law in the area and the danger of keeping the really evil characters in the cells, the paladin thought it was for the best. The 'Three Choices' are now a running gag I use whenever I have the right opportunity with this character.

airwalkrr

Wednesday, 20th September, 2006, 11:16 AM

I quite like the three choices. I personally do not find execution beneath a paladin, especially when it is done in such a lawful manner in such a lawless area. I think you did a fine job of roleplaying.

Deuce Traveler

Wednesday, 20th September, 2006, 11:26 AM

Quote:

*Originally Posted by **airwalkrr***

I quite like the three choices. I personally do not find execution beneath a paladin, especially when it is done in such a lawful manner in such a lawless area. I think you did a fine job of roleplaying.

Thanks! I was trying to play a paladin that was 'true' to the paladin code, but against the stereotype.

Paul J. Stormberg

Wednesday, 20th September, 2006, 03:05 PM

Howdy Gary,

Quote:

*Originally Posted by **Col_Pladoh***

Tenser was conned by a hill giant, and I tried to dupe several PCs into get-rich-quick wagers. Sadly for me, the regulars were all too canny after being burned by my various ploys, so...

I did, though, manage to con Robilar into entering a cave with a sleeping red dragon, the "helpful" thief that brought him to the place waiting outside until Robilar was well inside, then yelling "LOOK OUT!" at the top of his lungs. Unluckily for dragon and thief, Robilar offed both although he was near death at the conclusion of the fray.

My favorite con you pulled as a DM has to be Herb's research for Robilar in an effort to reach, Mars was it? I'll let you relate that story.

Futures Bright,

Paul

dcas

Wednesday, 20th September, 2006, 03:32 PM

Quote:

*Originally Posted by **Deuce Traveler***

Now to the big moral question...

I actually think that the sneakiness and toleration of fornication is much more out-of-character for a paladin-type than what you have described about surrender/conversion/execution (which is probably less "harsh" than typical mediaeval justice). In fact, it would probably not be out of character for the paladin to execute characters even *after* they convert to Pelor to prevent backsliding.

Btw, I believe the "lawful" in "lawful good" does not refer to laws as such, since laws can be unjust, but the elevation of the good of the group over that of the individual. IOW, a paladin might fight against laws permitting prostitution, etc., as being bad for society as a whole.

Deuce Traveler

Wednesday, 20th September, 2006, 03:44 PM

Quote:

*Originally Posted by **dcas***

Btw, I believe the "lawful" in "lawful good" does not refer to laws as such, since laws can be unjust, but the elevation of the good of the group over that of the individual. IOW, a paladin might fight against laws permitting prostitution, etc., as being bad for society as a whole.

I agree about the morality, but I specifically asked the DM how open the institution of prostitution was in the game. He said it was both legal and widespread. I figured my paladin would not pursue it seeing it as somewhat morally shady, but not try to stop the other party members into engaging in the activity.

As for the sneaky stuff, we often go against enemies strong enough that a frontal attack is unwise.

Deuce Traveler

Wednesday, 20th September, 2006, 05:03 PM

Gary, what were the more memorable paladins that you've seen played?

Col_Pladoh

Wednesday, 20th September, 2006, 05:58 PM

Quote:

*Originally Posted by **Deuce Traveler***

Gary, what were the more memorable paladins that you've seen played?

Heh,

There were only a few played in my campaign, but there were two that were remarkable,

That played by Don Arndt was the most cautious one I have ever experienced or heard of. His behavior was so remarkable that the Artifact, "Invulnerable coat of Arn" was created to jape at such play.

The most paladin-like PC in the campaign was played by Mark Ratner with Aylerach, a paragon of bravery and virtue. He was duped into freeing the demon Fraz-Urblood from his prison in Greyhawk Castle, the delighted demon carrying both he and Erac back to his home in the Abyss as a reward. Sadly, both of Erac's Vorpal Blades along with Aylerach's two-handed +5 Holy Avenger turned into useless bars of iron there. Although

both PCS were reutrned to the PMP, neither was very pleased with me as their DM for that adventure.

:uhoh:
Gary

Deuce Traveler

Wednesday, 20th September, 2006, 06:38 PM

Quote:

*Originally Posted by **Col_Pladoh***

Heh,

There were only a few played in my campaign, but there were two that were remarkable,

That played by Don Arndt was the most cautious one I have ever experienced or heard of. His behavior was so remarkable that the Artifact, "Invulnerable coat of Arn" was created to jape at such play.

The most paladin-like PC in the campaign was played by Mark Ratner with Aylerach, a paragon of bravery and virtue. He was duped into freeing the demon Fraz-Urblood from his prison in Greyhawk Castle, the delighted demon carrying both he and Erac back to his home in the Abyss as a reward. Sadly, both of Erac's Vorpall Blades along with Aylerach's two-handed +5 Holy Avenger turned into useless bars of iron there. Although both PCS were reutrned to the PMP, neither was very pleased with me as their DM for that adventure.

:uhoh:
Gary

Ouch. Gary, what did those poor paladins ever do to you? And here I thought you enjoyed making that class. ;)

Col_Pladoh

Wednesday, 20th September, 2006, 07:00 PM

Quote:

*Originally Posted by **Deuce Traveler***

Ouch. Gary, what did those poor paladins ever do to you? And here I thought you enjoyed making that class. ;)

Actually, Erac was a dual class fighter/magic-user, the swordplay bit being learned when he was transported to Barsoom by a cursed scroll. He came down in the Land of Ugor, had to fend off the cannibals there, and soon Erac was a 1st level fighter. He made F6 on that alternate world Mars, IIRR, before finding a way back to Oerth so that his magic would again function.

All I can add is that it is liukely a bad ides to play when both DMs are sipping Southern Comfort and seeking diversion from the ordinary... :eek:

Cheers,
Gary

Deuce Traveler

Wednesday, 20th September, 2006, 08:47 PM

I have a taste for Southern Comfort myself. Perhaps I'll bring a bottle or two if I'm able to make your next Con.

haakon1

Wednesday, 20th September, 2006, 10:21 PM

Quote:

*Originally Posted by **airwalkrr***

I quite like the three choices. I personally do not find execution beneath a paladin, especially when it is done in such a lawful manner in such a lawless area. I think you did a fine job of roleplaying.

Nod. I agree. I think it's great role-playing, and that your DM is being "hard but fair" with having the villagers of Hommlett let off the bad guys in their trials.

If I was DMing it, I'd have the lords of Hommlett -- the two guys in the tower -- be in charge of judging cases, and have no compunction at executing bandits. If I wanted to be complicated, I might say that lords can't deal out capital punishment, so they need to wait for a circuit judge to come for a trial, and I might have the circuit judge be corrupt. But jail breaks I wouldn't think about, as the prisoners would be in a deep, lightless hole in the underbelly of the tower.

I like the idea of turning the Moathouse into your base. I did that in the computer game version (though other than staying there, I couldn't fix it up and change the map, it being a computer game). One thing to worry about is monsters returning to any parts you aren't watching closely, or "new secret doors" being discovered. Bwahahaha!

Deuce Traveler

Wednesday, 20th September, 2006, 10:36 PM

Haakon, we actually sent for a few priests from the nearest city to be help run our temple in the Moat House and took our gold and used almost all of it to hire the men to guard it from monsters coming back in and make band-aid repairs to the wall for now. And yes, we are scared about secret entrances that we have not yet found. We sealed up one with a tunnel by collapsing some stones...

Gary, how did the idea for the Temple of Elemental Evil come out? It feels like a living, breathing world to a greater extent than Keep on the Borderlands. I suppose that's because the Keep was it's own internal environment, while the area around the Temple has a more diverse

atmosphere due to the competing factions and interests. So far we've enjoyed it more, and the DM has also, especially because we're not the kind of party to stick with the storyline. We made the Moat House into a base, attacked some of the more actively evil people inside Nulb (town hates us now), tried to recruit our own spies among the people of Nulb, changed the pirates' ship into a floating thieves guild, and started a small chapel for Pelor while spreading the faith. And despite all this, the DM has done a decent job of taking the information provided and just running with it, which makes this, in my opinion, a well-designed module.

SpiralBound

Thursday, 21st September, 2006, 12:46 AM

Gary,

I have a question for you. A friend and I were comparing the stereotypical 3rd Ed D&D player mindset to that of players of 1st and 2nd Ed D&D. Specifically, that "today's gamer" (*knowingly using and abusing the stereotype with full knowledge that not ALL players fit this mold*) is much more prone to accepting the rules "as is" whereas in previous editions of the game, players and GMs were comparatively more willing to adjust or ignore a rule if it didn't suit them. This player attitude is in stark contrast to the fact that the D20 system is technically much easier to modify than the older editions were. A bit of a paradox really, the more adaptable and modular the rules became, the more "rules obedient" the average player has become - to the point that many "3 Ed only" gamers today assume without giving it a second thought that if the rules say "x", then no matter what, you play it that way.

Of course, the population of EnWorld does not usually fit this standard. For one, many of them have been playing since before 3ed, and are often much more willing to tinker with the rules and use them as *guidelines*, not *laws*. Yet even here I will still occasionally see players lamenting that D20 is too complicated and that there are too many rules to obey... Apparently the act of simply not using a set of supplementary rules you disagree with has become a foreign concept. My friend and I realised though why this was the case. We realised why players are less able to intuitively 'mix and match' their rules, despite using a system that is more geared towards such than ever before.

The idea of "Rule 0" has become VASTLY reduced in prominence since the release of 3rd Ed D&D. One could even say it has been excised from the inherent philosophy of how one uses the rules. What was once presented as a set of guidelines that were only as valid as the desires of the GM and the enjoyment of the players is now being presented as "The Way Things Are Done"(TM). This has deeply influenced the newer generations of players in how they view the proper application of and subservience to The Rules As Written. Even supplementary variant rules are treated as "take as directed" sources of additional mandatory rules. Frankly, I think that the lack of a "rule zero" in D&D 3.5 is it's largest failing.

Having said all of that... (*P.S. thank you for your patience thus far!*) If you were to write Rule Zero now with the current crop of new, young players in mind, people who've never played anything older than the "outdated" D20 3.0, just how would *YOU* phrase this idea?

Col_Pladoh

Thursday, 21st September, 2006, 05:31 PM

Quote:

Originally Posted by **Deuce Traveler**

I have a taste for Southern Comfort myself. Perhaps I'll bring a bottle or two if I'm able to make your next Con.

Okay...

Now and then I am not above mixing Southern Comfort with straight bourbon over ice...

Cheers,
Gary

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Col_Pladoh

Thursday, 21st September, 2006, 05:35 PM

Quote:

*Originally Posted by **Paul J. Stormberg****Howdy Gary,**My favorite con you pulled as a DM has to be Herb's research for Robilar in an effort to reach Mars was it? I'll let you relate that story.**Futures Bright,**Paul*

:lol:

That was a mean DM's trick also. I'll have to add that to the collection of tales of D&Ding, most of which appeared in *Dragon Magazine*, that I plan to gather and have published in book form one of these years:)

Cheers,
Gary

Col_Pladoh

Thursday, 21st September, 2006, 05:50 PM

Quote:

*Originally Posted by **Deuce Traveler***

...

Gary, how did the idea for the Temple of Elemental Evil come out? It feels like a living, breathing world to a greater extent than Keep on the Borderlands. I suppose that's because the Keep was it's own internal environment, while the area around the Temple has a more diverse atmosphere due to the competing factions and interests. So far we've enjoyed it more, and the DM has also, especially because we're not the kind of party to stick with the storyline. We made the Moat House into a base, attacked some of the more actively evil people inside Nulb (town hates us now), tried to recruit our own spies among the people of Nulb, changed the pirates' ship into a floating thieves guild, and started a small chapel for Pelor while spreading the faith. And despite all this, the DM has done a decent job of taking the information provided and just running with it, which makes this, in my opinion, a well-designed module.

When the WoG was completed, I decided to start a new campaign based on Oerth rather than continue using my generally undetailed parallel earth setting. Thus I created the VoH, ToEE, Nulb and Stoink for nearby town adventures. As I had the whole envisioned from the start, there was a good deal of continuity in the end products. the Temple was meant to be the dungeon crawl base replacing Castle Greyhawk, and more levels would have been added, but...

When Robilar freed Zugtgtoy, I pretty well scrapped the idea of using it for ongoing adventures for my group, vowing to get back to finishing it eventually. As I was not able to do much DMing thereafter, that never happened, so Frank browbeat me into having him complete the unfinished ms. for the ToEE. Of course, that did not have the added levels, but it was complete and in order.

Frank followed my initial material, understands that I write with mainly critical details only so as to encourage the DM to make the work his own.

Cheers,
Gary

Col_Pladoh

Thursday, 21st September, 2006, 06:00 PM

Howdy SpiralBound

Clearly you are most serious about this matter, and I relate to what you are saying :D

If I were to write a rule regarding rules, I believe I would do it in this general way:

While this work contains clear, concise, and complete rules for the game, they are not graven in stone. Each Dungeon Master is unique, as is the player group. Together they develop a special world of their own, the campaign setting. As this environment is created by the group, the rules that govern it must suit their needs. In short, the DM has carte blanche to alter the game rules, doing so with the advice and consent of the players if a wise game master.

FWIW,
Gary

SpiralBound

Thursday, 21st September, 2006, 11:12 PM

Thanks Gary,

That's well spoken and certainly echoes my feelings on the matter. I guess I am serious about it. I'm lucky in that the people I play with are older and more experienced, but I often hear of conversations with younger players that typify my above points. I think that the worst part of it all is that these players are being robbed of what I feel could be a fuller, more enjoyable roleplaying experience. To these players, D & D is more akin to playing a boardgame minus the board. Still, I guess if they're still having fun... I just think that they could be getting more out of it than they are.

Treebore

Friday, 22nd September, 2006, 12:33 AM

Gary,

Have you seen the EPIC RPG that came out last December? I think it complements well with your LA since they are also skills based. I also like how they made Guilds that you belong to the determining factor in what your "class" is. Anyways, as I read through their basic rule book I couldn't help but think how well it would complement your LA material. To the point it is making me consider trying out a LA/EpicRPG blend as a possible replacement to C&C.

Skills based isn't as "simple" as C&C, but I can give up some simplicity if it gives me a rich world texture as trade.

[EPIC RPG](#)

Deuce Traveler

Friday, 22nd September, 2006, 03:53 AM

Quote:

*Originally Posted by **Col_Pladoh***

When the WoG was completed, I decided to start a new campaign based on Oerth rather than continue using my generally undetailed parallel earth setting. Thus I created the VoH, ToEE, Nulb and Stoink for nearby town adventures. As I had the whole envisioned from the start, there was a good deal of continuity in the end products. the Temple was meant to be the dungeon crawl base replacing Castle Greyhawk, and more levels would have been added, but...

...

*Cheers,
Gary*

Thanks, Gary. We haven't gotten into the Temple yet. We've been too busy picking on those Nulb criminals. :]

airwalkrr

Friday, 22nd September, 2006, 07:55 AM

I am about to start a new campaign based on Castle Greyhawk, but I will be play-testing my new 1e/3e hybrid system with ToEE, or at least with T1. (I am going through and doing conversion now. Interestingly, besides the fact that you have to add feats and skills, 1e and 3e are surprisingly more compatible than 2e and 3e.) ToEE has always been my favorite D&D adventure so I cannot wait to run a group of fresh meat through it. :)

Col_Pladoh

Friday, 22nd September, 2006, 05:04 PM

Quote:

*Originally Posted by **SpiralBound***

Thanks Gary,

That's well spoken and certainly echoes my feelings on the matter. I guess I am serious about it. I'm lucky in that the people I play with are older and more experienced, but I often hear of conversations with younger players that typify my above points. I think that the worst part of it all is that these players are being robbed of what I feel could be a fuller, more enjoyable roleplaying experience. To these players, D & D is more akin to playing a boardgame minus the board. Still, I guess if they're still having fun... I just think that they could be getting more out of it than they are.

What you say has much merit in my view.

It seems to me that such manner of play constricts the free reign of imagination, discourages creative problem solving, and stifles innovation. who says that the person or persons that wrote a particular set of rules are so infallible that they overlooked nothing, made no errors? As a game designer of some experience, I certainly make no such claim.

Cheers,
Gary

Col_Pladoh

Friday, 22nd September, 2006, 05:11 PM

Quote:

*Originally Posted by **Treebore***

Gary,

Have you seen the EPIC RPG that came out last December? I think it complements well with your LA since they are also skills based. I also like how they made Guilds that you belong to the determining factor in what your "class" is. Anyways, as I read through their basic rule book I couldn't help but think how well it would complement your LA material. To the point it is making me consider trying out a LA/EpicRPG blend as a possible replacement to C&C.

Skills based isn't as "simple" as C&C, but I can give up some simplicity if it gives me a rich world texture as trade.

EPIC RPG

Hi Treebore,

No, with all that I have to do there's precious little time to read/learn new RPGs. About the best I can do is play a new one if someone here is up for GMing it. As for SEC, I most certainly concur with the designer(s) of the EPIC PRG. One's profession or vocation are the best means of setting the sec level, with knightly types, clerics, and possibly mages the only ones on the lower upper tier.

Cheers,
Gary

Col_Pladoh

Friday, 22nd September, 2006, 05:14 PM

Quote:

*Originally Posted by **Deuce Traveler***

Thanks, Gary. We haven't gotten into the Temple yet. We've been too busy picking on those Nulb criminals. :]

Sounds familiar.

My group spent a lot of time with adventures in Nulb and Stoink. That's another reason why I didn't add more dungeon levels to the Temple...no need, as dungeon crawling was not paramount :lol:

Cheers,
Gary

Col_Pladoh

Friday, 22nd September, 2006, 05:18 PM

Quote:

*Originally Posted by **airwalkrr***

I am about to start a new campaign based on Castle Greyhawk, but I will be play-testing my new 1e/3e hybrid system with ToEE, or at least with T1. (I am going through and doing conversion now. Interestingly, besides the fact that you have to add feats and skills, 1e and 3e are surprisingly more compatible than 2e and 3e.) ToEE has always been my favorite D&D adventure so I cannot wait to run a group of fresh meat through it. :)

Okay, but...

I would urge you to keep Feats moderate and limited in number, balance them with idiosyncrasies of some sort so as to get away from the comic book superhero PC.

FWIW,
Gary

Deuce Traveler

Friday, 22nd September, 2006, 05:45 PM

If I may add two cents, I also think the skill system can bog down gameplay. It seems everyone rolls for 'diplomacy' now instead of the DM judging that the conversation was roleplayed well enough to be successful.

Col_Pladoh

Friday, 22nd September, 2006, 06:04 PM

Quote:

*Originally Posted by **Deuce Traveler***

If I may add two cents, I also think the skill system can bog down gameplay. It seems everyone rolls for 'diplomacy' now instead of the DM judging that the conversation was roleplayed well enough to be successful.

I have found the opposite true in the *Legendary Adventure* game, that using skill bundles, not single skills. Of course there could be abuse of the Ability, Pretense, if the LM allowed it as no more than a d% check rather than requiring at least a modicum of roleplaying.

Cheers,
Gary

DestroyYouAlot

Friday, 22nd September, 2006, 07:46 PM

Hi, Gary. I've actually had question or two I've been dying to ask.

Ed Greenwood: What's your opinion of his original work on the Forgotten Realms - i.e., the setting up until the point that TSR bought it (summed up in the "grey box" campaign set)? And, had things gone differently (i.e., had you stayed with the company and remained with a modicum of control), would you have purchased/licensed a new campaign world, whether his or another one?

Col_Pladoh

Friday, 22nd September, 2006, 08:06 PM

Quote:

*Originally Posted by **DestroyYouAlot***

Hi, Gary. I've actually had question or two I've been dying to ask.

Ed Greenwood: What's your opinion of his original work on the Forgotten Realms - i.e., the setting up until the point that TSR bought it (summed up in the "grey box" campaign set)? And, had things gone differently (i.e., had you stayed with the company and remained with a modicum of control), would you have purchased/licensed a new campaign world, whether his or another one?

I have insufficient knowledge of *Forgotten Realms* to comment.

Had I remained in creative control of the D&D game line at TSR one of the projects I planned was the complete development of the Oerth world setting, and production of source nodules for the various states and outstanding features of the Flanaess--such as the Roft Canyon, the Sea of Dust, etc.

That being the case, I doubt that TSR would have been interested in publishing and supporting another world setting--rather akin to creating and publishing another FRPG, so a waste of resources.

Cheers,
Gary

Henry

Friday, 22nd September, 2006, 08:29 PM

Quote:

*Originally Posted by **Thulcondar***

Again, speaking of which, was the Battle of Emridy Meadows (which of course forms the backdrop to the venerable T1 "Village of Hommlet") ever actually played out? For that matter, where are the Emridy Meadows, anyway?

Quote:

*Originally Posted by **Col_Pladoh***

Sadly, no. As a sort of military historian, board and tabletop wargamer, I used my imagination only to create those accounts.

Not 100% accurate, if you count the battle played out by you and "the gang" at the Lake Geneva Convention this year... :) I still get a kick out of the pictures of the treant coming out of the forest... :]

airwalkrr

Friday, 22nd September, 2006, 08:40 PM

Quote:

*Originally Posted by **Col_Pladoh***

Okay, but...

I would urge you to keep Feats moderate and limited in number, balance them with idiosyncrasies of some sort so as to get away from the comic book superhero PC.

*FWIW,
Gary*

Absolutely. I like the fact that feats allow a fighter to differentiate himself from another fighter (I just never liked the way kits did it), but I have a number of limits on the feats that the players can take and I have reduced the power level of a number of feats. I like for feats to be able to make your character *different*, not *better*. I quite dislike "super" PCs. PCs should become heroes through determination, luck, and skill, not because a feat allows them to kill a dragon in one hit. o.o

airwalkrr

Friday, 22nd September, 2006, 08:43 PM

Quote:

*Originally Posted by **Deuce Traveler***

If I may add two cents, I also think the skill system can bog down gameplay. It seems everyone rolls for 'diplomacy' now instead of the DM judging that the conversation was roleplayed well enough to be successful.

My skill system is heavily simplified, and also a hybrid of old rules with new rules. Diplomacy is certainly not the equivalent of charm person. :)

My skill system, in rough form, can be found [here](#).

Col_Pladoh

Friday, 22nd September, 2006, 10:31 PM

Quote:

*Originally Posted by **Henry***

Not 100% accurate, if you count the battle played out by you and "the gang" at the Lake Geneva Convention this year... :) I still get a kick out of the pictures of the treant coming out of the forest... :]

Pish!

That is *ex post facto*, Henry, not to mention some judge fudging with the ent :mad:

:lol:

Gary

Dracuwulf

Friday, 22nd September, 2006, 10:35 PM

Hi Gary,

In the 1st edition monster manual, kobolds, goblins, and orcs are all lawful evil and of low intelligence. Besides their particular hates (i.e., elves, gnomes, etc) What should differentiate these creatures tactics-wise when a party encounters each of them?

All times are GMT +1. The time now is 03:56 PM.

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Gary Gygax Q&A: Part XII

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Col_Pladoh

Friday, 22nd September, 2006, 10:38 PM

Quote:

*Originally Posted by **airwalkrr***

Absolutely. I like the fact that feats allow a fighter to differentiate himself from another fighter (I just never liked the way kits did it), but I have a number of limits on the feats that the players can take and I have reduced the power level of a number of feats. I like for feats to be able to make your character "different", not "better". I quite dislike "super" PCs. PCs should become heroes through determination, luck, and skill, not because a feat allows them to kill a dragon in one hit. o.o

Airwalker, sometime when you are looking for something to do, take a look at the LA game, the Avatar creation section. With, knacks and quirks, skill-bundle selection, and freedom to select new Abilities, no two Avatars will be alike, even if they are in the same Order (class-like skill-bundle selection mandated, for example an Enchanter, Geourge (elementalist), or Noble (knight) Order. Of course, players are free to not chose to have an Order and freely select their skill-bundles in any order they choose. (The higher the order of selection, the greater the percentage of capacity in the chosen Ability possessed.)

Cheers,
Gary

Col_Pladoh

Friday, 22nd September, 2006, 10:42 PM

Quote:

*Originally Posted by **Dracuwulf****Hi Gary,*

In the 1st edition monster manual, kobolds, goblins, and orcs are all lawful evil and of low intelligence. Besides their particular hates (i.e., elves, gnomes, etc) What should differentiate these creatures tactics-wise when a party encounters each of them?

Howdy,

The named humanoids are not particularly different in their method of attack, only in the weapons they employ, their AC, and the chance to hit. The LE alignment means that they are well-organized and can plan ambushes, fight in formation, and will likely obey orders from a superior.

Cheers,
Gary

airwalkrr

Saturday, 23rd September, 2006, 10:09 AM

Quote:

*Originally Posted by **Col_Pladoh***

Airwalker, sometime when you are looking for something to do, take a look at the LA game, the Avatar creation section. With, knacks and quirks, skill-bundle selection, and freedom to select new Abilities, no two Avatars will be alike, even if they are in the same Order (class-like skill-bundle selection mandated, for example an Enchanter, Geourge (elementalist), or Noble (knight) Order. Of course, players are free to not chose to have an Order and freely select their skill-bundles in any order they choose. (The higher the order of selection, the greater the percentage of capacity in the chosen Ability possessed.)

*Cheers,
Gary*

Actually, although I do not own the LA system, I have based some of the changes to my 1e/3e hybrid on ideas I have gathered from it here, and on other forums, not to mention the LA website, which is kicking by the way. :)

I hope one day to pick up the system and give it a whirl, but first I must find time to read these rulebooks, and time is a valuable commodity for me. I am definitely intrigued though and either this or Castles & Crusades will be my next game system purchase, when I do, in fact, get around to actually purchasing a new system.

airwalkrr

Saturday, 23rd September, 2006, 10:12 AM

Quote:

*Originally Posted by **Col_Pladoh****Howdy,*

The named humanoids are not particularly different in their method of attack, only in the weapons they employ, their AC, and the chance to hit. The LE alignment means that they are well-organized and can plan ambushes, fight in formation, and will likely obey orders from a superior.

Cheers,
Gary

This brings up an interesting question for me. Where did you get your inspiration for various humanoid races? Specifically orcs and goblins. We all know Tolkien used them extensively, but particularly on the alignment issue, what was your inspiration? Many old school gamers often argue for the LE alignment of orcs, but there are those who say they should be CE. I find myself on the fence on this issue. I like to think of my orcs as being very Tolkienesque and Turrosh Mak (as the paradigm for orcs in my campaign) certainly seems to be an organized and regimented kind of despot. But the wild feral nature of orcish combat often depicted in novels and movies does lend itself to making the CE argument worth considering. So I am often conflicted in wondering whether Mak should be a true paradigm, or rather an exception (and an exceptional exception at that!) to the rules.

Philotomy Jurament

Saturday, 23rd September, 2006, 11:11 AM

I think evil humanoids with generally weaker individuals might tend to be lawful as a survival tool. So kobolds, goblins, and even orcs would tend towards lawful evil. Races with more powerful individuals have less need for group effort, and might tend to be more chaotic as a result (e.g. gnolls, bugbears, ogres, etc).

Col_Pladoh

Saturday, 23rd September, 2006, 04:23 PM

Quote:

*Originally Posted by **airwalkrr***

Actually, although I do not own the LA system, I have based some of the changes to my 1e/3e hybrid on ideas I have gathered from it here, and on other forums, not to mention the LA website, which is kicking by the way. :)

I hope one day to pick up the system and give it a whirl, but first I must find time to read these rulebooks, and time is a valuable commodity for me. I am definitely intrigued though and either this or Castles & Crusades will be my next game system purchase, when I do, in fact, get around to actually purchasing a new system.

How well I can relate to time being the most precious resource!

While the LA game is not an open source, we do encourage using it for inspiration in designing your own systems, and we particularly push the use of the monetary system therein. Permission to use it is easily obtained;)

While the C&C game is similar to most other class-based RPG, I am quite certain that you will find the LA game is really quite different. I have used a new patois in it so as to encourage the participant to have the new mindset...something even I have to work at now and then because of my long immersion in D&D.

Cheers,
Gary

Col_Pladoh

Saturday, 23rd September, 2006, 04:31 PM

Quote:

*Originally Posted by **airwalkrr***

This brings up an interesting question for me. Where did you get your inspiration for various humanoid races? Specifically orcs and goblins. We all know Tolkien used them extensively, but particularly on the alignment issue, what was your inspiration? Many old school gamers often argue for the LE alignment of orcs, but there are those who say they should be CE. I find myself on the fence on this issue. I like to think of my orcs as being very Tolkienesque and Turrosh Mak (as the paradigm for orcs in my campaign) certainly seems to be an organized and regimented kind of despot. But the wild feral nature of orcish combat often depicted in novels and movies does lend itself to making the CE argument worth considering. So I am often conflicted in wondering whether Mak should be a true paradigm, or rather an exception (and an exceptional exception at that!) to the rules.

Basically, I used my extensive background of reading history, military history, folklore, fairy tales, mythology, SF, horror, and fantasy fiction to envisage humanoid races that would be interesting in the fantasy world of the D&D game.

Lawful Evil means that the particular race is organized, cooperative within its own boundaries, and capable of training and discipline. Those are the principle qualities in regards to the application of the LE alignment. The rest is mainly window dressing--the deities, social organization, hierarchy, dress, etc.

CE forces do not advance in formation but attack in a wild mass. Think of LE as something akin to the Roman Legion, CE as the swarm of screaming barbarians, and NE as something in between,

Cheers,
Gary

Ron

Saturday, 23rd September, 2006, 05:29 PM

Quote:

*Originally Posted by **Col_Pladoh***

[...]

[T]hink of LE as somethink akin to the Roman Legion, CE as the swarm of screaming barbarians, and NE as something in between.[sic]

Cheers,
Gary

I am pretty sure the Romans and the Barbarians have significantly different opinions regarding their own armies.

Mark CMG

Saturday, 23rd September, 2006, 06:15 PM

Quote:

Originally Posted by **Ron**

I am pretty sure the Romans and the Barbarians have significantly different opinions regarding their own armies.

I guess the most obvious being that barbarians is a term used about others? :)

Col_Pladoh

Saturday, 23rd September, 2006, 06:37 PM

Quote:

Originally Posted by **Ron**

I am pretty sure the Romans and the Barbarians have significantly different opinions regarding their own armies.

Which has absolutely no bearing on the relative organizational skills of the groups under consideration for an example of "Lawful" as opposed to "Chaotic" as presented above...and which examples are historically accurate :p

Cheers,
Gary

Col_Pladoh

Saturday, 23rd September, 2006, 06:40 PM

Quote:

Originally Posted by **Mark CMG**

I guess the most obvious being that barbarians is a term used about others? :)

Pardon, but I view this as a silly quibble over semantics.

Let's cut out the cultural relativism crap when discussing historical actualities, eh? The Romans were highly trained and organized, the tribes on the fringe of their empire were not. They were, in fact, barbaric in regards their polity, society, organizational skills, and technology, assuming that barbaric means primitive in comparison to another culture.

Cheers,
Gary

Mark CMG

Saturday, 23rd September, 2006, 06:54 PM

Quote:

Originally Posted by **Col_Pladoh**

Pardon, but I view this as a silly quibble over semantics.

Alternately, one could view it as a humorous quip as it was intended. Touchy, today, Poppa G?

They say that the sense of humor is the second thing to go . . . ;)

Col_Pladoh

Saturday, 23rd September, 2006, 08:14 PM

Quote:

Originally Posted by **Mark CMG**

Alternately, one could view it as a humorous quip as it was intended. Touchy, today, Poppa G?

They say that the sense of humor is the second thing to go . . . ;)

Pfui!

As your "quip" was posted immediately following Ron's:

Quote:

I am pretty sure the Romans and the Barbarians have significantly different opinions regarding their own armies.

It seemed something less than humorous, rather more akin to a seconding of the questionable observation.

As for lacking or losing a sense of humor, I put up with all this, don't I?

:eek:

Gary

Mark CMG

Saturday, 23rd September, 2006, 08:22 PM

Quote:

*Originally Posted by **Col_Pladoh***

Pfui!

As your "quip" was posted immediately following Ron's: (insert quote here - ed)

It seemed something less than humorous, rather more akin to a seconding of the questionable observation.

Naturally, the humorous quip about how they refer to themselves follows a line about how they refer to themselves. It would otherwise be non sequiturous, if I may wax Gygaxian. So, as I said, it was a humorous quip. If you cannot take me at my word . . .

Quote:

*Originally Posted by **Col_Pladoh***

As for lacking or losing a sense of humor, I put up with all this, don't I?

:eek:

Gary

You have some better days than others, it would seem, as do we all.

Col_Pladoh

Saturday, 23rd September, 2006, 08:34 PM

Quote:

*Originally Posted by **Mark CMG***

Naturally, the humorous quip about how they refer to themselves follows a line about how they refer to themselves. It would otherwise be non sequiturous, if I may wax Gygaxian. So, as I said, it was a humorous quip. If you cannot take me at my word . . .

Which does not in any way counter my observation that your comment would logically be viewed as supporting the one immediately prior to it in regards barbarians. After all, who cares who refers to whom as a barbarian? The context was entirely different and quite accurate in regards civilized organization and lack thereof in military performance.

That said, I did not question your veracity in regards the spirit in which you made the comment, only explained why I responded as I did ;)

Quote:

You have some better days than others, it would seem, as do we all.

That, sir, is a judgement that is perforce highly subjective. I am never overly tolerant of banalities, as they waste my time and others as well.

Cheers,

Gary

ghul

Saturday, 23rd September, 2006, 09:01 PM

So,

How 'bout dem Bears, Gary? Good defense this year, and that Urlacher is a monster!

--Ghul :cool:

haakon1

Saturday, 23rd September, 2006, 10:49 PM

Quote:

Originally Posted by **Col_Pladoh**

That is **ex post facto**, Henry, not to mention some judge fudging with the ent :mad:

Sounds like **hocus pocus** to me . . .

Though perhaps this is not the best time to attempt to launch a pun-like celebration of lingua latina as it has seeped into our barbaric tongue? :p

Mark CMG

Saturday, 23rd September, 2006, 11:39 PM

Quote:

Originally Posted by **Col_Pladoh**

That said, I did not question your veracity (. .)

Apology accepted. [/Colbert] ;)

Col_Pladoh

Saturday, 23rd September, 2006, 11:57 PM

Quote:

Originally Posted by **ghul**

So,

How 'bout dem Bears, Gary? Good defense this year, and that Urlacher is a monster!

--Ghul :cool:

Indeed! :D

The real test comes tomorrow against those rotten Vikings :lol: I am relatively sure that the Bears will win, but I am hoping for a shutout or a low score 3, 6, or 7 points for the Viks :]

It was a shame that the Lions managed to get a touchdown... :mad:

:lol: As if I got paid for Bears wins.

Cheers,
Gary

Elfdart

Sunday, 24th September, 2006, 02:00 AM

Quote:

Originally Posted by **Col_Pladoh**

Indeed! :D

The real test comes tomorrow against those rotten Vikings :lol: I am relatively sure that the Bears will win, but I am hoping for a shutout or a low score 3, 6, or 7 points for the Viks :]

It was a shame that the Lions managed to get a touchdown... :mad:

:lol: As if I got paid for Bears wins.

Cheers,
Gary

That knucklehead wideout for the Lions promised 40 points last week and guaranteed a victory over the Bears! :lol:

Gary Gygax Q&A: Part XII

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Col_Pladoh

Sunday, 24th September, 2006, 02:22 AM

Quote:

*Originally Posted by **Elfdart****That knucklehead wideout for the Lions promised 40 points last week and guaranteed a victory over the Bears! :lol:*

I have learned from bitter experience not to attempt to prognosticate future events... :uhoh:

Cheers,
Gary

Ron

Sunday, 24th September, 2006, 05:29 AM

Quote:

*Originally Posted by **Col_Pladoh****Pfui!**As your "quip" was posted immediately following Ron's:**It seemed something less than humorous, rather more akin to a seconding of the questionable observation.**As for lacking or losing a sense of humor, I put up with all this, don't I?**:eek:**Gary*

My intention was humour, but I missed placing a smile. Still, I don't think any society would be able to interpret itself as good or evil. That said, I agree that Roman legions were very organized, and thus lawful, compared to most of their opponents.

Col_Pladoh

Sunday, 24th September, 2006, 04:09 PM

Quote:

*Originally Posted by **Ron****My intention was humour, but I missed placing a smile. Still, I don't think any society would be able to interpret itself as good or evil. That said, I agree that Roman legions were very organized, and thus lawful, compared to most of their opponents.**:cool:*

In historical terms you are spot on when assert that no society would be able, or willing, to interpret its mores as those of malign sort. This is clearly not the case in fantasy--be it mythology, folklore, fairy tales, or authored fiction. When a state is based on the worship of and service to evil entities, then there can be no doubt that it defines itself as evil :)

Cheers,
Gary

Ron

Sunday, 24th September, 2006, 09:10 PM

Quote:

*Originally Posted by **Col_Pladoh****:cool:**In historical terms you are spot on when assert that no society would be able, or willing, to interpret its mores as those of malign sort. This is clearly not the case in fantasy--be it mythology, folklore, fairy tales, or authored fiction. When a state is based on the worship of and service to evil entities, then there can be no doubt that it defines itself as evil :)**Cheers,
Gary*

Nice try but wouldn't you agree that some real world politicians positions or alliances are quite close to service to evil entities? :) I am pretty sure

that some of the clearly evil men of history thought they were just using extreme methods to extreme situations but, still, they were working toward the greater good.

Col_Pladoh

Sunday, 24th September, 2006, 09:38 PM

Quote:

*Originally Posted by **Ron***

Nice try but wouldn't you agree that some real world politicians positions or alliances are quite close to service to evil entities? :) I am pretty sure that some of the clearly evil men of history thought they were just using extreme methods to extreme situations but, still, they were working toward the greater good.

Nice try nothing :p

We are speaking of actual historical societies here, not the individuals that have gheaded them up. without doubt many of them have been purely malign and wholly evil, but they does not mean that the populace at large believed that they were serving the malign and evil.

If Caligula, Hitler, Atilla the Hun, Genghis Khan, Tammerlane, Stalin, Mao, and Pol Pot thought they were working for a greater good, then Lord save us all from such do-gooders :eek:

Cheers,
Gary

Thulcondar

Thursday, 28th September, 2006, 02:08 AM

At the risk of interrupting the current tension convention, I have some more mundane GH-focused questions with which to annoy our good and gracious respondent.

And once more, Mr. Gygax, both my profound thanks for taking the time to answer, and apologies if these are issues which have been raised before.

In "The Village of Hommlet," you refer to the Druidical religion as "The Old Faith" in several places. Yet this never seemed to have been more fully developed. Can you elaborate on the relationship between the Druidical "Old Faith" and the (presumably) newer Clerical religions in the Flanaess? Is this simply a facet that never got fully explored? Would that be the Flan faith (with the attendant implication that the Flannae deities were served originally by druids rather than clerics)?

A similar question in regards to the Baklunish religion. I do recall that the full development of the Bakluni faith was something intended, but never realized, but had you put any thought into how such a thing might be, even if such never appeared in print? Did you envision a new class of Baklunish priests, whose foreign (non-Oeridian/Suloise) religion was supported by a priesthood of different nature than either the Clerics or the Druids? One can only wonder at the features of the Imam class...

And, as long as I'm on this particular bent, if the Gods and Goddesses of different religions, how did you envision the spill-over of certain deities (Istus, etc.) from one pantheon to the other? Could there, for example, be both clerics and druids of Obad-Hai?

And, finally for this round, could you give some insight into the nature of the Golden Man who haunted the dungeons beneath Castle Greyhawk? I've heard various conflicting stories about it being a trick, an illusion, something to distract the players with an impossible-to-gain treasure, and so forth. I've even heard that it was in fact the Jeweled Man rather than the Golden Man, but I daresay the former is something that I read from your own pen, and the latter not.

Thanks again.

Thulcondar

Col_Pladoh

Thursday, 28th September, 2006, 05:47 PM

Quote:

*Originally Posted by **Thulcondar***

At the risk of interrupting the current tension convention, I have some more mundane GH-focused questions with which to annoy our good and gracious respondent.

And once more, Mr. Gygax, both my profound thanks for taking the time to answer, and apologies if these are issues which have been raised before.

In "The Village of Hommlet," you refer to the Druidical religion as "The Old Faith" in several places. Yet this never seemed to have been more fully developed. Can you elaborate on the relationship between the Druidical "Old Faith" and the (presumably) newer Clerical religions in the Flanaess? Is this simply a facet that never got fully explored? Would that be the Flan faith (with the attendant implication that the Flannae deities were served originally by druids rather than clerics)?

My pleasure to oblige.

The implication in regards "The Old Faith" is that it was a shamanistic religion that had no formal pantheon of deities. The original inhabitants, the Flan, were indeed those that were the pribnciple adgerants to that belief system. It wasn't explored because it was not particularly meaningful to the module or the setting ;)

Quote:

A similar question in regards to the Baklunish religion. I do recall that the full development of the Bakluni faith was something intended, but never

realized, but had you put any thought into how such a thing might be, even if such never appeared in print? Did you envision a new class of Baklunish priests, whose foreign (non-Oeridian/Suloise) religion was supported by a priesthood of different nature than either the Clerics or the Druids? One can only wonder at the features of the Imam class...

The plan was to introduce a new pantheon of deities. Obviously that never eventuated...nor will it ever unless WotC decides to do so.

Quote:

And, as long as I'm on this particular bent, if the Gods and Goddesses of different religions, how did you envision the spill-over of certain deities (Istus, etc.) from one pantheon to the other? Could there, for example, be both clerics and druids of Obad-Hai?

Pretty much the same as happened in actuality in ancient times here on earth. Adonis and Isus, for example, were made a part of a pantheon previously foreign to them, In AD&D terms that would simply make the deity in question that much more potent.

IMO druids do not serve any deity other than Nature and its manifestations.

Quote:

And, finally for this round, could you give some insight into the nature of the Golden Man who haunted the dungeons beneath Castle Greyhawk? I've heard various conflicting stories about it being a trick, an illusion, something to distract the players with an impossible-to-gain treasure, and so forth. I've even heard that it was in fact the Jeweled Man rather than the Golden Man, but I daresay the former is something that I read from your own pen, and the latter not.

Thanks again.

Thulcondar

Details of *The Disappearing Jeweled Man*? Certainly not! That subject will be discussed in general terms in one of the forthcoming *Castle Zagyg Dungeons* modules, but even there I do not intend to reveal how that encounter operated in my original campaign :lol:

Cheers,
Gary

mhensley

Thursday, 28th September, 2006, 07:10 PM

Quote:

*Originally Posted by **Col_Pladoh***

The real test comes tomorrow against those rotten Vikings :lol: I am relatively sure that the Bears will win, but I am hoping for a shutout or a low score 3, 6, or 7 points for the Viks :]

It was a shame that the Lions managed to get a touchdown... :mad:

:lol: As if I got paid for Bears wins.

Whaaa?? You're not a Packers fan?!? :confused:

Col_Pladoh

Thursday, 28th September, 2006, 07:38 PM

Quote:

*Originally Posted by **mhensley***

Whaaa?? You're not a Packers fan?!? :confused:

I was born in Chicago, a FIB, and grew up about four blocks from Wrigley Field where the Bears played in the 1940s. Thus, even though my maternal family has lived in Wisconsin since c. 1836, and I summered here from the time I was an infant at a month old, until we removed to Lake Geneva just before my eighth birthday, I have remained loyal to Da Bears.

Over the years I have softened my anti-Packer feelings, however. I no longer regard them as hated rivals of the Bears but rather as the team I root for if the Bears are not playing them.

Here is a good story about the subject of fandom:

Two young lads were playing catch with a football in Lincoln Park when a pit bull came running up and attacked one of the boys. Thinking quickly, the other one grabbed a fallen tree limb and struck the dog so hard as to kill it.

A passing man hurried over, introduced himself to the two lads as a sports writer for the Chicago *Tribune*. To the boy that had clobber the pit bull he said: "What a brave deed! I'll write this up in the paper. How does this sound? 'Brave Bears fan rescues friend from deadly pit bull attack'"

"I am not a Bears fan," the kid said in response.

"Oh, sure. then how about this headline? 'Proud Packer fan pummels attack dog to save his pal's life.'"

"No, I am not a Packer fan either."

"What team do you like?"

"The Vikings."

"Okay, then here's the header for the column: 'Vicious little Vikings fan kills family pet in Lincoln Park.'"

:lol:
Gary

Thulcondar

Friday, 29th September, 2006, 02:32 AM

Every time you post a reply to my questions, it's a treat.

I'll dutifully await the revelations about the Disappearing Jeweled Man in an upcoming TLG product. But now at least I got the proper name...

Thul

BOZ

Friday, 29th September, 2006, 06:23 AM

Daaaaaa Bearssssss... (who, i might add, are totally awesome so far this year!)

Col_Pladoh

Friday, 29th September, 2006, 03:27 PM

Quote:

*Originally Posted by **Thulcondar***

Every time you post a reply to my questions, it's a treat.

I'll dutifully await the revelations about the Disappearing Jeweled Man in an upcoming TLG product. But now at least I got the proper name...

Thul

:lol:

Many the player in my old gaming group would have given their best magic item to get the lowdown on the Disappearing Jeweled Man. The many chases after him brought fox hunts to mind, but the PCs didn't have a pack of hounds :D

Cheers,
Gary

Col_Pladoh

Friday, 29th September, 2006, 03:29 PM

Quote:

*Originally Posted by **BOZ***

Daaaaaa Bearssssss... (who, i might add, are totally awesome so far this year!)

I'll be watching Sunday night...another tough game methinks :uhoh:

BTW. I remember Sid Luckman, Bulldog Turner, Ed Sprinkle, and Bill George :lol:

Cheers,
Gary

Henry

Friday, 29th September, 2006, 05:50 PM

Quote:

*Originally Posted by **Col_Pladoh***

:lol:

Many the player in my old gaming group would have given their best magic item to get the lowdown on the Disappearing Jeweled Man. The many chases after him brought fox hunts to mind, but the PCs didn't have a pack of hounds :D

*Cheers,
Gary*

I don't suppose you'd be willing to write up the original "how the encounter operated" in a sealed envelope to be opened in the event of your demise? :)

(That's D&D fans for ya; other family or friends want to know who's getting what in a will -- D&D players want to know the campaign secrets.) :lol:

Col_Pladoh

Friday, 29th September, 2006, 06:00 PM

Quote:

Originally Posted by **Henry**

I don't suppose you'd be willing to write up the original "how the encounter operated" in a sealed envelope to be opened in the event of your demise? ;)

(That's D&D fans for ya; other family or friends want to know who's getting what in a will -- D&D players want to know the campaign secrets.) :lol:

That is not beyond the realm of possibility...if I get around to it :lol:

:uhoh:
Gary

mhensley

Friday, 29th September, 2006, 06:49 PM

Quote:

Originally Posted by **Col_Pladoh**

"Vicious little Vikings fan kills family pet in Lincoln Park."

LOL :lol:

Yeah, I guess there really hasn't been much of a Packers-Bears rivalry lately. It seems that over the past couple of decades or so whenever one team has been good, the other has stunk. The Bears should easily win the Norris division this year.

Col_Pladoh

Friday, 29th September, 2006, 07:01 PM

Quote:

Originally Posted by **mhensley**

LOL :lol:

Yeah, I guess there really hasn't been much of a Packers-Bears rivalry lately. It seems that over the past couple of decades or so whenever one team has been good, the other has stunk. The Bears should easily win the Norris division this year.

A few years back I accompanied a friend who was giving the Bears a motivational talk after breakfast before they played the Packers in Lambeau Field. It was late in the season, really cold in Green Bay, so I was all bundled up in winter togs and a helmet hat with the distinctive orange C on each side, it well covered with various Bears pins. After breakfasting with the team, hearing the motivational speech, four of us went up in the back row of an end zone corner where the Packers stick visiting Freeloaders.

The Packers spanked the Bears that afternoon, but their fans were really nice to the two of us sporting Bear stuff. They razzed us in friendly manner in the stands and on the way out, but nary a one was actually impolite. After that I determined to show the Packers fans the same courtesy :cool:

That is the general fan populace, not the chaps I know here in Lake Geneva that are Packers fans. They give and take far more guff, as the fans here are about equally divided between the two teams :lol:

Cheers,
Gary

Lanefan

Friday, 29th September, 2006, 08:01 PM

I hope this hasn't been asked too many times already, but:

In AD+D (and Basic?), what was the rationale for having Strength 18 broken down into several "%" gradations, with Giants starting at 19, instead of having each gradation have its own number (thus 18.01 = 18, 18.41 = 19, etc., to 18.00 = 24) and have Giants start at 25?

Reason I ask is that when Cavaliers came out in UA and introduced the idea of %-ile stat increments, we took one look and immediately decided that such a system would work for any class...except, how to apply a %-ile increment to high strength that was already on a % system?...so we converted to full numbers as above. Since then, I've always wondered why it was designed the way it was.

Thanks!

Lanefan

thedungeondelver

Friday, 29th September, 2006, 08:20 PM

Here's a "doggie tale" for you, Gary:

A little boy met Hillary Clinton at a public function in New York. He was there with a whole basketful of newborn puppies, barely old enough to be separated from their mother. He showed them to the former first lady and proudly said "Missus Hillary, these are democrat puppies!"

Well the Senator was quite taken by such an obvious future lefty, so she invited the boy, his parents, and the dogs to the next fundraiser, some weeks later.

They showed up and Mrs. Clinton invited the boy to the podium to tell all of the attendees what kind of puppies he had. "They're Republicans!" the young man said, beaming.

Hillary was flabbergasted. Barely able to squelch her anger, she asked the boy if he hadn't told her just recently that the little newborn dogs were *Democrats*. "Yep!" the young man said, obviously about to burst with pride. "But then they opened their eyes!"

zing!

Oh, and a semi-private one for you, Gary: "Dunkin' Doenitz."

Col_Pladoh

Friday, 29th September, 2006, 08:24 PM

Quote:

Originally Posted by **Lanefan**

I hope this hasn't been asked too many times already, but:

In AD+D (and Basic?), what was the rationale for having Strength 18 broken down into several "%" gradations, with Giants starting at 19, instead of having each gradation have its own number (thus 18.01 = 18, 18.41 = 19, etc., to 18.00 = 24) and have Giants start at 25?

Reason I ask is that when Cavaliers came out in UA and introduced the idea of %-ile stat increments, we took one look and immediately decided that such a system would work for any class...except, how to apply a %-ile increment to high strength that was already on a % system?...so we converted to full numbers as above. Since then, I've always wondered why it was designed the way it was.

Thanks!

Lanefan

Simply put, the percentage increments that an 18 score in Strength were divided into was to give Fighters more viability in regard to other classes.

Why no 19? That too is self-evident. One can't roll above 18 with 3d6 :lol:

Cheers,
Gary

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Col_Pladoh

Friday, 29th September, 2006, 08:29 PM

Quote:

*Originally Posted by thedungeondelver**Here's a "doggie tale" for you, Gary:*

...

Oh, and a semi-private one for you, Gary: "Dunkin' Doenitz."

:confused:

I heard that in my teens, the animals being kittens, and being touted as a certain religion. Such is life, eh?

More "oil slick" frosting on the pastry model of a Britsih life preserver, danke!

Und den ich bin dunkin'!

:lol:

Gary

Lanefan

Friday, 29th September, 2006, 08:37 PM

Quote:

*Originally Posted by Col_Pladoh**Simply put, the percentage incriments that an 18 score in Strength were divided into was to give Fighters more viability in regard to other classes.*

Of course; makes sense.

Quote:

Why no 19? That too is self-evident. One can't roll above 18 with 3d6 :lol:

True, but you can convert the %-roll to the corresponding number, so if a Fighter rolls 18 for Str. then rolls 45% (the next increment up), that converts their Str. to 19 (with Giants as 25+). By the same token, you can't roll less than 3, but a Half-Orc with natural Cha. 3 goes to 1, if memory serves.

Was it for this reason %-ile increments were only given to Cavaliers, rather than introduced for all classes? The idea obviously caught on; stats slowly improving by level is now built in to the 3e core rules, though as a straight +1 to one stat every 4 levels.

Thanks again!

Lanefan

Gray Mouser

Friday, 29th September, 2006, 09:01 PM

Hell Hounds and Rings of Fire Resistance

Colonel,

I was recently perusing the description of the Ring of Fire Resistance in the DMG and noticed this sentence:

Quote:

Very large and hot fires, molten lava, demon immolation, hell hound breath, or a wall of fire spell will cause 10 hit points of damage per round (1 per segment) if the wearer is directly within such conflagration. DMG, p. 130, emphasis added.

A check of the MM reveals, however, that Hell Hounds only do 1 hit point of damage per hit die with their breath weapon, i.e., 4-7 hp's of damage per breath attack (1/2 if saved), depending on the hit die of the Hell Hound in question.

My question is: Which text takes precedence? If the MM is correct should Hell Hound breath be treated at red dragon breath, pryohydra breath, fire balls, etc (i.e., +4 to save and all damage done is -2 on each die roll)? This seems logical except that Hell Hound breath damage isn't generated with die rolls. Perhaps simply giving the +4 to save and damage from 2-5 points (depending on hit die)?

Thanks in advance.

Col_Pladoh

Friday, 29th September, 2006, 10:51 PM

Quote:

*Originally Posted by **Lanefan****Of course; makes sense.**True, but you can convert the %-roll to the corresponding number, so if a Fighter rolls 18 for Str. then rolls 45% (the next increment up), that converts their Str. to 19 (with Giants as 25+). By the same token, you can't roll less than 3, but a Half-Orc with natural Cha. 3 goes to 1, if memory serves.**Was it for this reason %-ile increments were only given to Cavaliers, rather than introduced for all classes? The idea obviously caught on; stats slowly improving by level is now built in to the 3e core rules, though as a straight +1 to one stat every 4 levels.**Thanks again!*
Lanefan

Note that a character with an 18 that receives racial bonuses does not go above the 18. It is easy to be a loser, but most difficult to be so far superior to all other humans in some regard.

All fighters and paladins got the d% bonus for Strength, not just calaviers.

Cheers,
Gary

Col_Pladoh

Friday, 29th September, 2006, 10:57 PM

Quote:

*Originally Posted by **Gray Mouser****Colonel,**I was recently perusing the description of the Ring of Fire Resistance in the DMG and noticed this sentence:**A check of the MM reveals, however, that Hell Hounds only do 1 hit point of damage per hit die with their breath weapon, i.e., 4-7 hp's of damage per breath attack (1/2 if saved), depending on the hit die of the Hell Hound in question.**My question is: Which text takes precedence? If the MM is correct should Hell Hound breath be treated at red dragon breath, pyrohydra breath, fire balls, etc (i.e., +4 to save and all damage done is -2 on each die roll)? This seems logical except that Hell Hound breath damage isn't generated with die rolls. Perhaps simply giving the +4 to save and damage from 2-5 points (depending on hit die)?**Thanks in advance.**Gray Mouser*

The breath of one hell hound always inflicts 1 damage on someone with a ring of fire resistance. That breath weapons lasts only 1 segment. The save vs. a hell hound's breath weapon is at +4, but 1 point of damage is always done.

Cheers,
Gary

Gray Mouser

Saturday, 30th September, 2006, 12:53 AM

Quote:

*Originally Posted by **Col_Pladoh****The breath of one hell hound always inflicts 1 damage on someone with a ring of fire resistance. That breath weapons lasts only 1 segment. The save vs. a hell hound's breath weapon is at +4, but 1 point of damage is always done.**Cheers,*
Gary

Ah, gotcha. Thanks, Colonel!

Gray Mouser

MerricB

Saturday, 30th September, 2006, 02:16 AM

Quote:

*Originally Posted by **Col_Pladoh***

Note that a character with an 18 that receives racial bonuses does not go above the 18. It is easy to be a loser, but most difficult to be so far superior to all other humans in some regard.

All fighters and paladins got the d% bonus for Strength, not just cavaliers.

Although Cavaliers (and paladins) also got d% and +2d10(%) per level for improving other stats as well in UA; A 15(99) Con had no game effect over a 15 Con, but with the gain of a level, the Con would increase to 16.

It made Cavaliers (and paladins) quite unusual compared to other classes - their stats could improve when they gained levels.

Cheers!

dorentir

Saturday, 30th September, 2006, 05:02 PM

Violet Fungi

Hello Gary;

Hope you are well. I was reading another message board (dragonsfoot) where someone posted a question about Violet Fungi in the original (and my favorite) monster manual. The description says that the violet fungi rots flesh in one round but no one seems to be in agreement as to what form this "rotting" takes. In my own game I house ruled it so that characters would begin losing constitution (like the mummy's touch makes you lose charisma) but in all my years of play I don't remember anyone actually getting close enough to the fungi to get rotted. Other people seem to interpret it as a sort of poison --- save or recieve the appropriate cure spell in one round or turn into a pile of mulch on the floor.

Can you shed any light?

regards and respect

Stefan

Col_Pladoh

Saturday, 30th September, 2006, 05:22 PM

Quote:

*Originally Posted by **MerricB***

Although Cavaliers (and paladins) also got d% and +2d10(%) per level for improving other stats as well in UA; A 15(99) Con had no game effect over a 15 Con, but with the gain of a level, the Con would increase to 16.

It made Cavaliers (and paladins) quite unusual compared to other classes - their stats could improve when they gained levels.

Cheers!

That's so. this did not allow for increase to 19, though.

Cheers,

Gary

Col_Pladoh

Saturday, 30th September, 2006, 05:32 PM

Quote:

*Originally Posted by **dorentir***

Hello Gary;

Hope you are well. I was reading another message board (dragonsfoot) where someone posted a question about Violet Fungi in the original (and my favorite) monster manual. The description says that the violet fungi rots flesh in one round but no one seems to be in agreement as to what form this "rotting" takes. In my own game I house ruled it so that characters would begin losing constitution (like the mummy's touch makes you lose charisma) but in all my years of play I don't remember anyone actually getting close enough to the fungi to get rotted. Other people seem to interpret it as a sort of poison --- save or recieve the appropriate cure spell in one round or turn into a pile of mulch on the floor.

Can you shed any light?

regards and respect

Stefan

Hi Stefan,

:lol:

As a matter of fact, as far as I can recall, no PC ever got zapped by a violet fungi in my campaign either. Anyway, as nearly as I recall the procedure I envisioned in regards its touch:

1. Subject victim makes a roll to save vs. poison:
2. Success means contact avoided and no damage occurs.
3. Failure means contact with the fungi and subject rots away at the end of the round.
4. A cure disease or neutralize poison spell cast immediately--within 6 segemnts of contact, will stop the effect.

Your ruling regarding loss of points of Constitution is an interesting interpretation, but some damage would have to be included with each point of Con loss, or no flesh would be rotting :eek:

Cheers,

Gary

dorentir

Saturday, 30th September, 2006, 08:09 PM

Quote:

Originally Posted by **Col_Pladoh**

...but some damage would have to be included with each point of Con loss, or no flesh would be rotting :eek:

Yowsers! So the violet fungi as originally imagined is a lot deadlier than I had thought! Imagining it that way makes me think of a Ray Harryhausen animation, with the hapless adventurer turning to mulch in front of his comrades eyes! If ever I do have an encounter with violet fungi, I'm going to have to rig up some sort of miniature of a pile of mulch with a few bones as well as a bit of armor or weapon sticking out --- and when a player get's zapped, I can replace his mini with the little mulch pile!

Thanks for the quick reply.

Col_Pladoh

Saturday, 30th September, 2006, 09:23 PM

Quote:

Originally Posted by **dorentir**

Yowsers! So the violet fungi as originally imagined is a lot deadlier than I had thought! Imagining it that way makes me think of a Ray Harryhausen animation, with the hapless adventurer turning to mulch in front of his comrades eyes! If ever I do have an encounter with violet fungi, I'm going to have to rig up some sort of miniature of a pile of mulch with a few bones as well as a bit of armor or weapon sticking out --- and when a player get's zapped, I can replace his mini with the little mulch pile!

Thanks for the quick reply.

Good visual.

The positive side of violet fungi is that it eats only flesh--including leather--but leaves vegetable and mineral matter untouched. Of course a small amount of the stuff might remain in the pile of "leftovers"...

:eek:
Gary

Mycanid

Saturday, 30th September, 2006, 09:36 PM

Err ... the positive side? Thieves, wizards, etc. in big trouble....

The only time I ever remember encountering a violet fungi was in A4 ... and everyone was dressed in loin cloths only. Needless to say, we just walked away from the encounter and went elsewhere. :)

dorentir

Saturday, 30th September, 2006, 09:42 PM

Quote:

Originally Posted by **Col_Pladoh**

Good visual.

The positive side of violet fungi is that it eats only flesh--including leather--but leaves vegetable and mineral matter untouched. Of course a small amount of the stuff might remain in the pile of "leftovers"...

:eek:
Gary

Yeah, but if I saw the guy next to me turn into a pile of rot right before my eyes, there is NO WAY I would dig through his remains to get his magic ring or dagger... maybe if I had a biohazard suit, a pair of tongs, several pairs of rubber gloves, a sterile shower and a cleric with the appropriate spells prepped standing by as well as about 400 gallons anti-bacterial solution --- maybe then... otherwise --- brrrrrrr! No way!

I'd pay my last respects from a distance -- perhaps using a flask of lamp oil and a torch to send his remains into the afterworld...

Nikosandros

Saturday, 30th September, 2006, 10:37 PM

Quote:

Originally Posted by **Col_Pladoh**

Good visual.

The positive side of violet fungi is that it eats only flesh--including leather--but leaves vegetable and mineral matter untouched. Of course a small amount of the stuff might remain in the pile of "leftovers"...

So, would it destroy leather armor upon touching it? Would it then spread to the unfortunate wearer?

Col_Pladoh

Saturday, 30th September, 2006, 11:07 PM

Quote:

Originally Posted by **Mycanid**

Err ... the positive side? Thieves, wizards, etc. in big trouble....

The only time I ever remember encountering a violet fungi was in A4 ... and everyone was dressed in loin cloths only. Needless to say, we just walked away from the encounter and went elsewhere. :)

If PCs of any sort can do as your group did, then there is no problem whatsoever with violet fungi--unless it is growing atop a heap of magic items and huge gemstones...and greed is active :lol:

Cheers,
Gary

Col_Pladoh

Saturday, 30th September, 2006, 11:11 PM

Quote:

Originally Posted by **dorentir**

Yeah, but if I saw the guy next to me turn into a pile of rot right before my eyes, there is NO WAY I would dig through his remains to get his magic ring or dagger... maybe if I had a biohazard suit, a pair of tongs, several pairs of rubber gloves, a sterile shower and a cleric with the appropriate spells prepped standing by as well as about 400 gallons anti-bacterial solution --- maybe then... otherwise --- brrrrrr! No way!

I'd pay my last respects from a distance -- perhaps using a flask of lamp oil and a torch to send his remains into the afterworld...

It is evident you have not played *Metamorphosis Alpha* a lot. The fungi there regularly turn characters into mush, and the crystals are worse :eek: Last Thursday vile wolfoids masquerading as medicos devoured one of our mutant human characters before our very eyes :mad:

More than one of those monsters died for doing that, and the Vigilists are far from being through exacting reveng for such behavior :]

Cheers,
Gary

Col_Pladoh

Saturday, 30th September, 2006, 11:15 PM

Quote:

Originally Posted by **Nikosandros**

So, would it destroy leather armor upon touching it? Would it then spread to the unfortunate wearer?

Excellent question!

That situation is not covered. As the DM I would allow a second roll to save against poison, and if it was successful I would rule that the violet fungi dropped off after devouring the leather armor, so the wearer was safe but armorless. If it were magical armor, I'd give a plus to the saving throw for each plus of the armor.

Who says that I am a killer DM? :D

Cheers,
Gary

Nikosandros

Saturday, 30th September, 2006, 11:29 PM

Quote:

Originally Posted by **Col_Pladoh**

Who says that I am a killer DM? :D

Indeed you're far too lenient... :p

P.S.
Just kidding... I agree on the second save.

Col_Pladoh

Saturday, 30th September, 2006, 11:45 PM

Quote:

Originally Posted by **Nikosandros**

Indeed you're far too lenient... :p

*P.S.
Just kidding... I agree on the second save.*

As a matter of fact I really hate to see players that are doing things well, thinking, having their PCs interact as a group, with the environment, lost

their characters because of bad luck, sheer chance. I will do my best as the DM to see that does not happen, save to a PC that is better off eliminated, a new and better one then created to take his place. That is rare...

Cheers,
Gary

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Gary Gyga Q&A: Part XII

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Geoffrey

Saturday, 30th September, 2006, 11:50 PM

Gary, in the artifacts and relics section of your DMG, you mention several evocative names of various locations. A few of them I recognize out of mythology, but many of them leave me scratching my head. Did you make these up, or did you take them from mythology and/or weird fiction? If it's not too much trouble, would you be able to tell me the sources for these?

the Well of Time
the Earth Wound
Adonais' Deep (Shelley's *Adonais*, stanza III?)
the Spring of Eternity
Marion's Trench (Is this the Mariana Trench?)
the Living Stone
Mountain of Thunder
the Tree of the Universe (Is this Yggdrasil?)
the Cornerstone of the World
Artur's Dolmen
the Juggernaut of the Endless Labyrinth
the Ray of Eternal Shrinking
the Well of Life (Is this the Fountain of Youth?)
the River of Flame

Col_Pladoh

Saturday, 30th September, 2006, 11:57 PM

Quote:

*Originally Posted by **Geoffrey***

Gary, in the artifacts and relics section of your DMG, you mention several evocative names of various locations. A few of them I recognize out of mythology, but many of them leave me scratching my head. Did you make these up, or did you take them from mythology and/or weird fiction? If it's not too much trouble, would you be able to tell me the sources for these?

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the Cornerstone of the World
Artur's Dolmen
the Juggernaut of the Endless Labyrinth
the Ray of Eternal Shrinking
the Well of Life (Is this the Fountain of Youth?)
the River of Flame*

Short answer here :D

I made them up, although a few were inspired by things I had read, such as Yggdrasil being the model for the Tree of Universe. To be specific would have chained DMs to my thinking. As writtem this empowers DMs to have those locations be where, and possibly what, best suits their campaign.

Now it is cocktail time :lol:

Cheers,
Gary

Geoffrey

Sunday, 1st October, 2006, 12:08 AM

Quote:

*Originally Posted by **Col_Pladoh***

Short answer here :D

I made them up, although a few were inspired by things I had read, such as Yggdrasil being the model for the Tree of Universe. To be specific would have chained DMs to my thinking. As writtem this empowers DMs to have those locations be where, and possibly what, best suits their campaign.

Now it is cocktail time :lol:

Cheers,
Gary

I'm glad you just made them up, otherwise my knowledge of mythology and weird literature would have been less than I think it is. :p

I give you a lot of credit, Gary, for being able to think of evocative names that by themselves spur one's imagination. I especially like the names of the powerful magic items you mention as being held by the various countries in your *Epic of Aerth*.

LcKedovan

Sunday, 1st October, 2006, 12:12 AM

Quote:

Originally Posted by Col_Pladoh

Now it is cocktail time :lol:

Q: What cocktail? :cool:

heheh.

-Will

airwalkrr

Sunday, 1st October, 2006, 07:01 AM

Quote:

Originally Posted by Col_Pladoh

As a matter of fact I really hate to see players that are doing things well, thinking, having their PCs interact as a group, with the environment, lost their characters because of bad luck, sheer chance. I will do my best as the DM to see that does not happen, save to a PC that is better off eliminated, a new and better one then created to take his place. That is rare...

Cheers,
Gary

I can't restrain my morbid curiosity. Do any particular cases come to mind from your campaigns, Gary? What do you consider a PC "better off eliminated?" An overpowered one? An underpowered one? An annoying one? All of the above/other?

airwalkrr

Sunday, 1st October, 2006, 07:47 AM

Random musing I thought I'd share. Was just reading through the AD&D DMG (1e) and noticed the following on page 63 in the Combat section: "It is common for player characters to attack first, parley afterwards. It is recommended that you devise encounters which penalize such action so as to encourage parleying attempts -- which will usually be fruitless, of course!"

This is exactly the kind of evil DM stuff that I thought made AD&D great and one of the things that makes 3e not so much fun. This is coming from someone whose experience is 90% as a DM of course so your mileage may vary. But I enjoy games where the PCs always face an uphill battle. It keeps the game challenging and unexpected, which I think is healthy.

dorentir

Sunday, 1st October, 2006, 11:49 AM

Quote:

Originally Posted by Col_Pladoh

It is evident you have not played Metamorphosis Alpha a lot. The fungi there regularly turn characters into mush, and the crystals are worse :eek: Last Thursday vile wolfoids masquerading as medicos devoured one of our mutant human characters before our very eyes :mad:

More than one of those monsters died for doing that, and the Vigilists are far from being through exacting reveng for such behavior :]

Cheers,
Gary

I haven't played Metamorphosis Alpha at all, but it is on my very long "to do" list!

Col_Pladoh

Sunday, 1st October, 2006, 03:59 PM

Quote:

Originally Posted by Geoffrey

I'm glad you just made them up, otherwise my knowledge of mythology and weird literature would have been less than I think it is. :p

I give you a lot of credit, Gary, for being able to think of evocative names that by themselves spur one's imagination. I especially like the names of the powerful magic items you mention as being held by the various countries in your Epic of Aerth.

Thanks for the compliment :D

I confess that I spent many a year researching and writing the *Epic of Aerth* world setting--about three years in fact. That gave me plenty of time to create interesting and evocative names. It is heartening that the effort is appreciated.

Cheers,
Gary

Col_Pladoh

Sunday, 1st October, 2006, 04:03 PM

Quote:

*Originally Posted by **LcKedovan***

Q: What cocktail? :cool:

heheh.

-Will

Heh...

We were out of *New Glarus* India Pale Ale, I was too lazy to want to go out and get more, so I had a large gin & tonic with a wedge of lemon squeezed into it. I'll be heading out later today to get some ale or beer to quaff during the Bears game this evening :cool:

Cheers,
Gary

Col_Pladoh

Sunday, 1st October, 2006, 04:10 PM

Quote:

*Originally Posted by **airwalkrr***

I can't restrain my morbid curiosity. Do any particular cases come to mind from your campaigns, Gary? What do you consider a PC "better off eliminated?" An overpowered one? An underpowered one? An annoying one? All of the above/other?

The most obvious sort is the PC that had wretched stats to begin with and in the course of adventuring lost even more due primarily to chance, not bad play.

I do indeed find over-powered and badly played PCs annoying, so if the player with such a character foolishly allows his PC to get into a situation where loss of potent magic items, levels, and/or life can occur, the dice are rolled in the open; whatever occurs from the result stands without and "judge fudge" to prevent it.

:lol:
Gary

Col_Pladoh

Sunday, 1st October, 2006, 04:14 PM

Quote:

*Originally Posted by **airwalkrr***

Random musing I thought I'd share. Was just reading through the AD&D DMG (1e) and noticed the following on page 63 in the Combat section: "It is common for player characters to attack first, parley afterwards. It is recommended that you devise encounters which penalize such action so as to encourage parleying attempts -- which will usually be fruitless, of course!"

This is exactly the kind of evil DM stuff that I thought made AD&D great and one of the things that makes 3e not so much fun. This is coming from someone whose experience is 90% as a DM of course so your mileage may vary. But I enjoy games where the PCs always face an uphill battle. It keeps the game challenging and unexpected, which I think is healthy.

Heh, Airwalker,

You will get no argument from me in this regard :lol:

BTW, the rare occasion when conversing first and attacking later is what needs to be done keeps the players on their mental toes.

Cheers,
Gary

Col_Pladoh

Sunday, 1st October, 2006, 04:21 PM

Quote:

*Originally Posted by **dorentir***

I haven't played Metamorphosis Alpha at all, but it is on my very long "to do" list!

It is a bear when one wants to play a particular RPG and there is no GM around to provide such an opportunity. I too can think of a fair number of RPGS I'd very much like to try, but no local gamer has a campaign going.

My group and I are fortunate that Jim Ward is on hand to entertain us with his excellent MA game campaign whenever I am burned out from over-play of the GM's role. By all means get into some MA game play if you enjoy truly exotic, surreal science fantasy with a deadly environment.

Cheers,
Gary

taliesin15

Sunday, 1st October, 2006, 08:01 PM

Mr. Gyax:

Any thoughts on where Oozes come from? Especially Grey Ooze and Gelatinous Cubes--are these supposed to originate from the experiments of crazy evil wizards, or from Demons/Devils?

dorentir

Sunday, 1st October, 2006, 08:07 PM

Quote:

*Originally Posted by **Col_Pladoh***

(edit)My group and I are fortunate that Jim Ward is on hand to entertain us with his excellent MA game campaign whenever I am burned out from over-play of the GM's role. By all means get into some MA game play if you enjoy truly exotic, surreal science fantasy with a deadly environment. (snip)

Well, to judge by how much fun I have had with the old Gamma World Game, I should probably move "Metamorphosis Alpha" up a few notches on my gaming "to do" list. Sadly, almost everyone I know wants to play d20 games rather than older RPGs. I'll have to scour up a copy on ebay maybe.

Col_Pladoh

Sunday, 1st October, 2006, 08:12 PM

Quote:

*Originally Posted by **taliesin15***

Mr. Gyax:

Any thoughts on where Oozes come from? Especially Grey Ooze and Gelatinous Cubes--are these supposed to originate from the experiments of crazy evil wizards, or from Demons/Devils?

Heh...

As the chap that made up both of them, I had better have an idea as to where they came from :lol:

My concept was that both were accidental creations of careless wizard alchemists that dumped various failed magical and alchemical experiments down the drain or into some cess pit. These admixtures affected single-celled life forms, thus eventually engendering the various jellies (and a gelatinous cube is one of those), oozes, puddings. The slimes were generated in similar fashion, the waste affecting normal slime.

Cheers,
Gary

Col_Pladoh

Sunday, 1st October, 2006, 08:16 PM

Quote:

*Originally Posted by **dorentir***

Well, to judge by how much fun I have had with the old Gamma World Game, I should probably move "Metamorphosis Alpha" up a few notches on my gaming "to do" list. Sadly, almost everyone I know wants to play d20 games rather than older RPGs. I'll have to scour up a copy on ebay maybe.

There are lots of gamers that don't want anything to do with d20... :lol: Check over on the www.dragonsfoot.com boards.

Jim has just recently published a new hardbound edition of the MA game. If you check around I am sure you'll be able to locate a copy. The new edition has a lot more information and a new starship situation that involves alien lifeform invasion.

Cheers,
Gary

dorentir

Sunday, 1st October, 2006, 09:37 PM

Quote:

*Originally Posted by **Col_Pladoh***

There are lots of gamers that don't want anything to do with d20... :lol: Check over on the www.dragonsfoot.com boards.

Jim has just recently published a new hardbound edition of the MA game. If you check around I am sure you'll be able to locate a copy. The new edition has a lot more information and a new starship situation that involves alien lifeform invasion.

Cheers,
Gary

Yeah, unfortunately very few steady players of older fantasy rpg games in my area. I ran a campaign using od&d rules for a while and although I found it to be good fun, some of the players found the fewer choices offered restrictive. One fellow in particular got very indignant when a situation that wasn't covered in the rules would be settled by the DM generating a mechanic on the fly. I don't have anything against the d20 games per se, but just like playing the games that I grew up playing... if it ain't broke, don't fix it.

I have a standing invitation to join a Hackmaster group that meets nearby but thus far my schedules and other responsibilities have not allowed me to take part.

Money is tight right now, but when budget allows I'll check out the new Metamorphosis Alpha. I did a quick search and found the website; thanks for the heads up.

regards
stefan

Geoffrey

Monday, 2nd October, 2006, 05:28 AM

Gary, I seem to remember reading that you had a hand in the original Gamma World rulebook. What parts did you write?

haakon1

Monday, 2nd October, 2006, 05:40 AM

Quote:

*Originally Posted by **MerricB***

Although Cavaliers (and paladins) also got d% and +2d10(%) per level for improving other stats as well in UA; A 15(99) Con had no game effect over a 15 Con, but with the gain of a level, the Con would increase to 16.

It made Cavaliers (and paladins) quite unusual compared to other classes - their stats could improve when they gained levels.

Cheers!

Ah, but Unearthed Arcana is not *real* AD&D. I just used the polearms and the extra gods. It's basically a big, fun Dragon article -- which are for entertainment value, not meant to go messing up a perfectly fine game.
;)

PHB + DMG + MM + Greyhawk Boxed Set + Legends and Lore + one set of dice = what we dreamt of retiring with in late 1980s . . .

haakon1

Monday, 2nd October, 2006, 05:45 AM

Quote:

*Originally Posted by **dorentir***

I'd pay my last respects from a distance -- perhaps using a flask of lamp oil and a torch to send his remains into the afterworld...

My instant thought was toss some oil, fire a burning arrow, and run behind a closed door, in case burning it spreads spores. Come back later and sift through ash.

If it bleeds, we can kill it. If it doesn't bleed, most likely we can still kill it. Either way, we should - nay must - take its stuff. :]



Gary Gygax Q&A: Part XII

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haakon1

Monday, 2nd October, 2006, 05:51 AM

Quote:

Originally Posted by Col_Pladoh

We were out of New Glarus India Pale Ale

Heh. I just had a Fat Squirrel tonight -- a gift from a Madison-born West-Coast relocated player. :cool:

Philotomy Jurament

Monday, 2nd October, 2006, 06:05 AM

Quote:

Originally Posted by Col_Pladoh

There are lots of gamers that don't want anything to do with d20... :lol: Check over on the www.dragonsfoot.com boards.

Just a quick note: that should be www.dragonsfoot.org. :)

BOZ

Monday, 2nd October, 2006, 07:16 AM

go bears! :D

airwalkrr

Monday, 2nd October, 2006, 08:15 AM

Gary,

Another question for you. Apologies if this has been asked before as I am certain it has in an old Dragon magazine or something but an effort to find it would require countless hours of searching.

What was the reason for the gap in access to spell levels for magic users at 11th level? I refer to the fact that they seem to earn a new spell level every odd level until they reach 11th level, only gaining 6th level spells at 12th and proceeding to gain a new spell level every even level thereafter. Was it because 6th level spells were supposed to represent that large of a jump in magic-user power level? I recognize the necessity for the gap in cleric and druid 7th level spells as those were most definitely an enormous improvement over 6th level spells. But I am wondering why you bothered delaying the magic-user's access to 6th level spells for only one level as they seem to be a typical improvement over 5th level spells.

I'm something of a neat freak and really like organization, structure, and patterns to everything and that little blip in the magic-user spell table just rubs me the wrong way for some reason. :)

Thanks again!

Col_Pladoh

Monday, 2nd October, 2006, 04:38 PM

Quote:

Originally Posted by Geoffrey

Gary, I seem to remember reading that you had a hand in the original Gamma World rulebook. What parts did you write?

Gamma World was basically an expanded MA game. Jim Ward did not have control over what went into it, Brian Blume did. When I was given the opportunity to read the initial draft, I noted that there were no mounts for the characters to ride, so I supplied the names and stats for all that were in the game--pinetos, podogs, rakoxen, and whatever else...I don't recall now and am too busy to check the rules. I also did a couple of tables of objects to be found at random, but some jerk editor removed much of the interesting items therefrom.

Cheers,
Gary

Riverwalker

Monday, 2nd October, 2006, 05:52 PM

Hi Gary,

Sorry if you've been asked this a million times already - how much did you guys 'role-play' in the early games? i.e. did Robilar and others have distinct personalities quite separate from the players?

Many thanks.

Col_Pladoh

Monday, 2nd October, 2006, 06:08 PM

Quote:

*Originally Posted by **Riverwalker***

Hi Gary,

Sorry if you've been asked this a million times already - how much did you guys 'role-play' in the early games? i.e. did Robilar and others have distinct personalities quite seperate from the players?

Many thanks.

Certainly the players' characters took on distinct personalities, in part reflected by the personality of the one playing such persona, as the player and the assumed role are not inseperable, quite the contrary.

The role-playing was never a major feature of the game, however, save when PCs were in some sort of conflict situation. When Yrag was role-playing the effects of the first Ring of Contrariness even in the game, there was a good deal of such in-character repartee happening. That was the exception, not the rule. The usual was explore, solve problems, locate adversaries, combat adversaries, run away from triumphant foes or loot defeated ones.

Cheers,
Gary

Thulcondar

Monday, 2nd October, 2006, 08:43 PM

Mr. Gygax,

Just wondering, since you've been talking about playing MA lately, whether you had a preference between that and Gamma World? If so, what would place one over the other? Setting? Game mechanics?

Have you ever heard of crossing over between one and another? The Warden arriving back at post-devastation Earththrough some circuitous route, or the discovery of some long-lost transmat connection, or somesuch?

Thanks,

Thulcondar

Col_Pladoh

Monday, 2nd October, 2006, 08:54 PM

Quote:

*Originally Posted by **Thulcondar***

Mr. Gygax,

Just wondering, since you've been talking about playing MA lately, whether you had a preference between that and Gamma World? If so, what would place one over the other? Setting? Game mechanics?

Have you ever heard of crossing over between one and another? The Warden arriving back at post-devastation Earththrough some circuitous route, or the discovery of some long-lost transmat connection, or somesuch?

Thanks,

Thulcondar

That's an easy question for me. I never enjoyed the GW system very much, and I have always had a lot of fun playing MA. One might expand the MA game environment to include planetary ones, but I would never select one that used the GW rules system as I find it inferior to all of the MA game rules systems.

Cheers,
Gary

airwalkrr

Tuesday, 3rd October, 2006, 08:18 AM

Quote:

*Originally Posted by **airwalkrr***

Gary,

Another question for you. Apologies if this has been asked before as I am certain it has in an old Dragon magazine or something but an effort to find it would require countless hours of searching.

What was the reason for the gap in access to spell levels for magic users at 11th level? I refer to the fact that they seem to earn a new spell level every odd level until they reach 11th level, only gaining 6th level spells at 12th and proceeding to gain a new spell level every even level thereafter. Was it because 6th level spells were supposed to represent that large of a jump in magic-user power level? I recognize the necessity for the gap in cleric and druid 7th level spells as those were most definitely an enormous improvement over 6th level spells. But I am wondering

why you bothered delaying the magic-user's access to 6th level spells for only one level as they seem to be a typical improvement over 5th level spells.

I'm something of a neat freak and really like organization, structure, and patterns to everything and that little blip in the magic-user spell table just rubs me the wrong way for some reason. :)

Thanks again!

Just in case you missed it. :)

Col_Pladoh

Tuesday, 3rd October, 2006, 03:39 PM

Quote:

*Originally Posted by **airwalkrr***

Just in case you missed it. :)

Yes, I sure did miss it :heh:

You have the thinking, the 6th level spell gain was considered a great boost to the wizard's repertoire. It is as simple as that. No one I know of found an 11th level m-u underpowered either... :lol:

Cheers,
Gary

John Drake

Thursday, 5th October, 2006, 09:54 PM

Hey there Gary, how are things going?

Well, the other day I was having a discussion with a buddy of mine about AD&D and all that, which edition we liked better and so forth. Anyway, at one point, my pal there says that back in the seventies and early eighties, in general, it was not expected for gamers to have there campaigns go over the level of 12 or 13. His excuses were that you guys who designed the game figured most people would just start over again, with a new character, because the system was not designed to handle high level games. His words, not mine :) Anywho, I found that to be rather odd, since in the PHB it clearly gives XP goals for up to 20th level. So I figured I'd ask you: was AD&D designed to handle high level campaigns or not? I always felt it was, only because I had participated in campaigns that did so. An odd question to be sure, but as always, your time and patience is always appreciated. Thanks! Incidentally, this branch of our discussion started when critiquing the Dragonlance modules converting from 1st to 2nd ed. Ciao!

airwalkrr

Friday, 6th October, 2006, 08:15 AM

Quote:

*Originally Posted by **John Drake***

Anywho, I found that to be rather odd, since in the PHB it clearly gives XP goals for up to 20th level.

Actually, in the 1e PH, there is no real limit on levels (except for certain classes like the druid or monk). And as for class charts, the table for the magic-user goes all the way up to 18th (29th for the purpose of spells)! It sure seems to me like Gary & co. wanted the game to be playable at higher levels. I am certain the Master shall be able to deliver a far more elegant answer of course. :)

haakon1

Friday, 6th October, 2006, 08:57 AM

Quote:

*Originally Posted by **airwalkrr***

Actually, in the 1e PH, there is no real limit on levels (except for certain classes like the druid or monk).

And racial limits. My elven fighter topped out at 7th level.

Col_Pladoh

Friday, 6th October, 2006, 04:06 PM

Quote:

*Originally Posted by **John Drake***

Hey there Gary, how are things going?

Well, the other day I was having a discussion with a buddy of mine about AD&D and all that, which edition we liked better and so forth. Anyway, at one point, my pal there says that back in the seventies and early eighties, in general, it was not expected for gamers to have there campaigns go over the level of 12 or 13. His excuses were that you guys who designed the game figured most people would just start over again, with a new character, because the system was not designed to handle high level games. His words, not mine :) Anywho, I found that to be rather odd, since in the PHB it clearly gives XP goals for up to 20th level. So I figured I'd ask you: was AD&D designed to handle high level campaigns or not? I always felt it was, only because I had participated in campaigns that did so. An odd question to be sure, but as always, your time and patience is always appreciated. Thanks! Incidentally, this branch of our discussion started when critiquing the Dragonlance modules converting from 1st to 2nd ed. Ciao!

There is no black and white answer to the question.

The fact is that most of the veterans started new PCs when their current one got to around 13th to 15th level. The "retired". high-level PCs remained as the "big guns" to be brought out when something special threatened, served as mentors, and sometimes as semi-NPCs for the use of the DM. Although I did not play intensley with Mordenkainen after he hit 16th level, the occasional adventures he undertook worked his level upwards into the 20s. As I had the privilege of having several very able DMs, there was never a problem with adventures being too easy--quite the opposite, as is demonstrable in *Mordenkainen's Fantastic Adventure* :uhoh:

That said, I had a large roster of PCs that were from 4th through 10th level for "regular: adventures.

It was not so much a matter of the game system not being able to manage PCs of levels into the upper teens and 20s, as there being not much in the way of modules to assist new DMs in handling high-level campaign play. Thus "retirement" was encouraged.

Cheers,
Gary

Col_Pladoh

Friday, 6th October, 2006, 04:12 PM

Quote:

*Originally Posted by **airwalkrr***

Actually, in the 1e PH, there is no real limit on levels (except for certain classes like the druid or monk). And as for class charts, the table for the magic-user goes all the way up to 18th (29th for the purpose of spells)! It sure seems to me like Gary & co. wanted the game to be playable at higher levels. I am certain the Master shall be able to deliver a far more elegant answer of course. :)

:D

See above.

While the rules covered progress of many sorts of characters well into the 20s, there was little to guide and direct DMs in management of such potent figures. Camapigns with characters of c. 20th level and up are different animals than the those involving less powerful ones. The adventures have to be much different from those designed for low and moderate level PCs.

Cheers,
Gary

Col_Pladoh

Friday, 6th October, 2006, 04:15 PM

Quote:

*Originally Posted by **haakon1***

And racial limits. My elven fighter topped out at 7th level.

The expansion of non-human PC level limits covered in *Unearthed Arcana* was to facilitate their play in higher-level camoaigns. For example, an elven fighter/magic-user/thief of 5/9/12 level equates to around 19th level.

Cheers,
Gary

haakon1

Friday, 6th October, 2006, 05:54 PM

Quote:

*Originally Posted by **Col_Pladoh***

That said, I had a large roster of PCs that were from 4th through 10th level for "regular: adventures.

Did you always start at 1st level? I always have, but I've had DM's who say bring in new characters at the level everyone else is already at, and I know DM's in 3.5 often start at 2nd or higher. That feels wrong to me as a player and as a DM. :\

haakon1

Friday, 6th October, 2006, 06:01 PM

Quote:

*Originally Posted by **Col_Pladoh***

*The expansion of non-human PC level limits covered in *Unearthed Arcana* was to facilitate their play in higher-level camoaigns. For example, an elven fighter/magic-user/thief of 5/9/12 level equates to around 19th level.*

I didn't use much from UA. I actually didn't mind the racial limits. I thought it added interesting "balance" and challenges.

For example, my half-orc LG fighter/cleric, who always wished he could be a paladin, but never could be, was built around a contradiction that I found interesting.

And my 7th level elven fighter survived Against the Giants, the D series, and Demonweb Pits all at his maxed out level, so 7th level (with 61 hp) wasn't totally weak . . . he could survive and contribute with his 11th level comrades, and I liked knowing he was "the best he could be".

Quote:

Originally Posted by **haakon1**

And racial limits. My elven fighter topped out at 7th level.

Oh yea, I forgot about those cuz we never used 'em. :)

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Gary Gygax Q&A: Part XII

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Col_Pladoh

Friday, 6th October, 2006, 06:59 PM

Quote:

*Originally Posted by **haakon1****Did you always start at 1st level? I always have, but I've had DM's who say bring in new characters at the level everyone else is already at, and I know DM's in 3.5 often start at 2nd or higher. That feels wrong to me as a player and as a DM. :)*

Real noobs always began at 1st level. More experienced players that were joining up with the main regulars for some special adventure might begin with new PCs of 2nd, 3rd, or even 4th level. They were not missing anything, certainly, as they had already worked one or more PCs to that level and above.

Having a higher starting level often makes the difference of being able to actively participate in play ;)

Cheers,
Gary

Col_Pladoh

Friday, 6th October, 2006, 07:04 PM

Quote:

*Originally Posted by **haakon1****I didn't use much from UA. I actually didn't mind the racial limits. I thought it added interesting "balance" and challenges.**For example, my half-orc LG fighter/cleric, who always wished he could be a paladin, but never could be, was built around a contradiction that I found interesting.**And my 7th level elven fighter survived Against the Giants, the D series, and Demonweb Pits all at his maxed out level, so 7th level (with 61 hp) wasn't totally weak . . . he could survive and contribute with his 11th level comrades, and I liked knowing he was "the best he could be".*

No problem with that.

There were many players that were not happy thus, however, so that was why I tinkered with the demi-human racial level maximums. There was no way I would ever remove them entirely across the board, certainly, as the world setting was always assumed to be human dominated for the reason I have expressed many times in the past: I have never felt competent to design a world with the dominant cultures and societies being non-human.

The same is generally true even for most SF settings.

Cheers,
Gary

Col_Pladoh

Friday, 6th October, 2006, 07:06 PM

Quote:

*Originally Posted by **airwalkrr****Oh yea, I forgot about those cuz we never used 'em. :)*

Then one must perforce assume your world was dominated by non-humans as demi-human racial factors made them generally superior to humans overall... :confused:

Cheers,
Gary

John Drake

Friday, 6th October, 2006, 10:27 PM

Quote:

*Originally Posted by **Col_Pladoh****There is no black and white answer to the question.**The fact is that most of the veterans started new PCs when their current one got to around 13th to 15th level. The "retired". high-level PCs remained as the "big guns" to be brought out when something special threatened, served as mentors, and sometimes as semi-NPCs for the use*

of the DM. Although I did not play intensley with Mordenkainen after he hit 16th level, the occasional adventures he undertook worked his level upwards into the 20s. As I had the privilege of having several very able DMs, there was never a problem with adventures being too easy--quite the opposite, as is demonstrable in Mordenkainen's Fantastic Adventure :uhoh:

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It was not so much a matter of the game system not being able to manage PCs of levels into the upper teens and 20s, as there being not much in the way of modules to assist new DMs in handling high-level campaign play. Thus "retirement" was encouraged.

Cheers,
Gary

Ok, thanks Gary. That makes sense to me, and yeah, I forgot about the really high level modules like Mordenkainen's Fantastic Adventure and the great Isle of the Ape. And personally, I never had that much of a problem with the race limits, still don't, and I believe imho that it is one of the major things lacking in the current system (3.0 & 3.5) today, amongst other things. I like the sense of balance that it represents in the game world. One question, on a slightly different note: may seem odd, but could you please clear up something I've been wondering about for a while? How exactly is Mordenkainen's name pronounced? I always assumed that the "kainen" part was pronounced as a long "a" sound, "kay-nen". Is this correct? If not, so sorry! Anywho, thanks for your time, much appreciated! :)

Col_Pladoh

Friday, 6th October, 2006, 11:11 PM

Quote:

Originally Posted by **John Drake**

...

One question, on a slightly different note: may seem odd, but could you please clear up something I've been wondering about for a while? How exactly is Mordenkainen's name pronounced? I always assumed that the "kainen" part was pronounced as a long "a" sound, "kay-nen". Is this correct? If not, so sorry! Anywho, thanks for your time, much appreciated! :)

Your assumption is correct. The name is pronounced as More-den-KAY-nen.

Cheers,
Gary

BOZ

Saturday, 7th October, 2006, 01:21 AM

i always figured it was like KYE-nen :)

airwalkrr

Saturday, 7th October, 2006, 02:13 AM

Quote:

Originally Posted by **Col_Pladoh**

Then one must perforce assume your world was dominated by non-humans as demi-human racial factors made them generally superior to humans overall... :confused:

Cheers,
Gary

One of the many elements of fantasy that we merely glossed over because our group felt it added little to the game. :) I certainly see where you are coming from though. And actually, we did enforce level limits, just not for PCs, who we considered were more special.

Griffith Dragonlake

Saturday, 7th October, 2006, 04:37 AM

Hi Gary — like so many before me, it is impossible to express my gratitude for creating OD&D and AD&D.

Having said that, I want to share with the board a time that I met you at the 1983 WorldCon in Chicago. I asked why broadswords do less damage versus Large opponents than medium-sized opponents. You replied rather matter-of-factly that it is because broadswords can't thrust. It was an epiphanic moment for me. Of course that's the logic! When a spear thrusts through a medium-sized creature, so much of the energy is wasted. Whereas with a large creature, there is more to pierce.

I have to say that I really miss weapon lengths, speed factors, varying damage vs. medium & large as well as weapon vs. armor.

And more importantly the effect of helms! You, Gary are the only author I have found who rightly said that intelligent opponents attack the head 50% of the time and that low or non-intelligent opponents have a 1/3 chance. My experience in the SCA confirms all that you wrote about weapons and helms. Ever since 1979 when I read that note in the DMG I have enforced the rule on PCs not wearing helms. Basically I created a matrix indexing their helm AC and their body AC. Not wearing a helm will get your AC bonus cut in half. Not a smart thing when fighting Against the Giants!

Thanks again Gary!

Col_Pladoh

Saturday, 7th October, 2006, 04:10 PM

Quote:

Originally Posted by **BOZ**

i always figured it was like KYE-nen :)

The character is patterned after a Finnish wizard, so thus the KAY-nen pronunciation ;)

Cheers,
Gary

Col_Pladoh

Saturday, 7th October, 2006, 04:12 PM

Quote:

*Originally Posted by **airwalkrr***

One of the many elements of fantasy that we merely glossed over because our group felt it added little to the game. :) I certainly see where you are coming from though. And actually, we did enforce level limits, just not for PCs, who we considered were more special.

That is a clever compromise I did not consider. The demi-human, and humanoid, PCs being very special might indeed exceed the norm for their race.

Good show that :D

Cheers,
Gary

Col_Pladoh

Saturday, 7th October, 2006, 04:21 PM

Howdy Griffith Dragonlake,

Thank you for the kind words. Such are most heartening to an old trooper, so to speak :lol:

As a matter of fact in the case of intelligent opponents attacking PCs I have the format aim at an unprotected or poorly head about two-thirds of the time. If one so desires more "realism," that is a combat simulation, blows that hit the unprotected head should score double damage, quadruple where a special success is indicated. Most creatures have a head that is about one-seventh to one-eighth of the total body.

I am not recommending a combat simulation RPG, merely commenting on the matter ;)

Cheers,
Gary

Griffith Dragonlake

Saturday, 7th October, 2006, 10:06 PM

How about armor providing damage reduction? In the UA you presented field and full plate offering -1 and -2 DR over and above the AC. In my own campaign, I tried out a full AC to DR swap and it led to interesting results. Archers had a difficult time with knights and the knights would generally use halberds and 2-handed swords rather than long swords when fighting other knights or dragons. Lances also became popular. What made it interesting for us is that Medieval warfare followed a same pattern — a real eye opener.

So what are your thoughts? Where do you stand on the AC v. DR debate?

Col_Pladoh

Saturday, 7th October, 2006, 10:11 PM

Quote:

*Originally Posted by **Griffith Dragonlake***

How about armor providing damage reduction? In the UA you presented field and full plate offering -1 and -2 DR over and above the AC. In my own campaign, I tried out a full AC to DR swap and it led to interesting results. Archers had a difficult time with knights and the knights would generally use halberds and 2-handed swords rather than long swords when fighting other knights or dragons. Lances also became popular. What made it interesting for us is that Medieval warfare followed a same pattern — a real eye opener.

So what are your thoughts? Where do you stand on the AC v. DR debate?

:lol:

Can't argue about the benefit of armor reducing damage, but being itself damaged in so doing. That is one of the bases for combat in my *Lejendary Adventure* RPG system.

Cheers,
Gary

Thulcondar

Saturday, 7th October, 2006, 10:29 PM

Quote:

*Originally Posted by **Col_Pladoh***

That's an easy question for me. I never enjoyed the GW system very much, and I have always had a lot of fun playing MA. One might expand the MA game environment to include planetary ones, but I would never select one that used the GW rules system as I find it inferior to all of the MA game rules systems.

And just to clarify, you're referring to the original MA and GW rules, rather than the re-designs that have subsequently been published, right? (With, of course, the necessary caveat that every game has its house-rules.)

And I am very curious from your designer's-eye-view, what is it about the MA rules that you find superior? I've GM'ed both (back in the day), and didn't really have a preference one way or 'tuther.

Thul

Col_Pladoh

Saturday, 7th October, 2006, 11:05 PM

Quote:

*Originally Posted by **Thulcondar***

And just to clarify, you're referring to the original MA and GW rules, rather than the re-designs that have subsequently been published, right? (With, of course, the necessary caveat that every game has its house-rules.)

And I am very curious from your designer's-eye-view, what is it about the MA rules that you find superior? I've GM'ed both (back in the day), and didn't really have a preference one way or 'tuther.

Thul

You are correct in regards the general comparison--OMA to OGW--although I have played the newer editions of MA and do so now.

GW was designed by a committee, and as far as I am concerned it thus lost the soul of the MA game--the sense of the exotic and bizarre, the whimsey and surreal science fantasy that was and remains the signature of its progenator.

Cheers,
Gary

Elfdart

Sunday, 8th October, 2006, 07:10 PM

Quote:

*Originally Posted by **Griffith Dragonlake***

And more importantly the effect of helms! You, Gary are the only author I have found who rightly said that intelligent opponents attack the head 50% of the time and that low or non-intelligent opponents have a 1/3 chance.

I should think that any opponent would try for a strike on the unprotected head. Mosquitoes and horseflies know to look for the most exposed area to bite, so anything from that level of intelligence or higher should be smart enough to do likewise. The only catch is, dumb animals make it a point to protect their most exposed areas as much as possible, especially the head.

Quote:

My experience in the SCA confirms all that you wrote about weapons and helms. Ever since 1979 when I read that note in the DMG I have enforced the rule on PCs not wearing helms. Basically I created a matrix indexing their helm AC and their body AC. Not wearing a helm will get your AC bonus cut in half. Not a smart thing when fighting Against the Giants!

I came up with an alternate way of handling head protection:
<http://www.dragonsfoot.org/forums/vi...=19963&start=0>

The official rule is that if a PC is wearing armor, but no head protection, then intelligent opponents may strike at the AC 10 noggin. That's fine as far as it goes, but I think I have a way to handle head protection that keeps things simple AND takes into account the fact that dumb monsters and animals should also find a bare head too good to pass up.

My solution is to find out what kind of protection the character has on his head (if any) and average it with the armor he is wearing, drop all fractions. If the average is greater or lesser than the base AC of the armor then the Armor Class goes up or down accordingly by

Type of Head Protection(AC)

None (10)

Padded/ Leather (8) *

Studded/Ring/Hide/Skullcap (7) +

Open Helmet/Mail Coif (6) #

Helmet/Scale or Lamellar Coif (5) ++

Helm/Bascinet (3) **

Great Helm/Tournament Helm (2)

* includes padded or leather coifs, thick cloth headwear, etc.

+ the skullcap is either a small helmet that only covers the top of the head or is an open helmet made of weaker materials than metal, such as boiled leather

open helmet refers to either a basic Spanghelmet or other simple helmets with little or no protection for the face, sides or back of the head or is a regular helmet made of weaker materials

++ this includes the closed-face Spanghelmet, later model Roman helmets, Vendel-era and similar helmets that offer substantial, but not total defense for the face, sides and back of the head

** assumes the face plate is closed, otherwise treat as a regular helmet

This way of handling it keeps combat abstract (no hit locations to worry about, nor any hassle over whether a creature is smart enough to go for the head) while giving an incentive for PCs who can wear helmets or other head protection to do so.

ColonelHardisson

Sunday, 8th October, 2006, 10:05 PM

Howdy Gary.

I was wondering what you thought of the article about you and D&D in The Believer magazine? I just picked it up last night.

Col_Pladoh

Sunday, 8th October, 2006, 10:08 PM

Quote:

*Originally Posted by **ColonelHardisson***

Howdy Gary.

I was wondering what you thought of the article about you and D&D in The Believer magazine? I just picked it up last night.

Article?

The Believer?

:confused:

Cheers,

Gary

ColonelHardisson

Sunday, 8th October, 2006, 10:16 PM

Quote:

*Originally Posted by **Col_Pladoh***

Article?

The Believer?

:confused:

Cheers,

Gary

Yeah. It's what seems to be a literary magazine. The article dealt with the history and societal impact of D&D. It included a section in which the writer of the article and his friend came to your house in Lake Geneva and interviewed you as well as played D&D with you as DM. They even had lunch with you at an Italian eatery somewhere in Lake Geneva (though the writer said you warned them it was expensive). The writer also said he called you this past March (apparently his visit was a year or more ago) to ask you about rumors of you having stomach cancer in the early 1980s, which you dispelled.

I picked this magazine up in a local Borders. There is a line illustration of you on the cover.

Col_Pladoh

Sunday, 8th October, 2006, 10:24 PM

Quote:

*Originally Posted by **ColonelHardisson***

Yeah. It's what seems to be a literary magazine. The article dealt with the history and societal impact of D&D. It included a section in which the writer of the article and his friend came to your house in Lake Geneva and interviewed you as well as played D&D with you as DM. They even had lunch with you at an Italian eatery somewhere in Lake Geneva (though the writer said you warned them it was expensive). The writer also said he called you this past March (apparently his visit was a year or more ago) to ask you about rumors of you having stomach cancer in the early 1980s, which you dispelled.

I picked this magazine up in a local Borders. There is a line illustration of you on the cover.

Ah, yes, I do vaguely recall the interview...I do a lot of them, and so many come to naught :lol: Can't recall the Italian restaurant--it seems to me that we went to the Tempura House for lunch. No matter!

Thanks for the heads up, and I'll have to hunt down a copy of that zine and see what was written.

Cheers,

Gary

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Gary Gyga Q&A: Part XII

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Ahzad

Sunday, 8th October, 2006, 10:48 PM

Quote:

Originally Posted by **Col_Pladoh**

Ah, yes, I do vaguely recall the interview...I do a lot of them, and so many come to naught :lol: Can't recall the Italian restaurant--it seems to me that we went to the Tempura House for lunch. No matter!

Thanks for the heads up, and I'll have to hunt down a copy of that zine and see what was written.

Cheers,
Gary

Here's a link, to a partial piece of the article.

http://www.believermag.com/issues/20...rticle_lafarge

Griffith Dragonlake

Monday, 9th October, 2006, 01:12 AM

Quote:

Originally Posted by **Elfdart**

Type of Head Protection(AC)

None (10)

Padded/ Leather (8) *

Studded/Ring/Hide/Skullcap (7) +

Open Helmet/Mail Coif (6) #

Helmet/Scale or Lamellar Coif (5) ++

Helm/Bascinet (3) **

Great Helm/Tournament Helm (2)

Yepper. This is basically what I've used for the last 27 years.

Edena_of_Neith

Monday, 9th October, 2006, 01:20 AM

Edena_of_Neith here.

Hey there, Gary Gyga. Nice to see you again.

Ok, this is going to freak you out, but it happened in a game I played in (I did *not* run this game), so I wish to ask you how you'd react as a player to the following situation:

You and a group of players get together, and your mutual friend is DMing. The module will be S2, White Plume Mountain. Unfortunately, NOBODY has any characters above 1st level. The DM will not allow anyone to 'create' higher level characters for the module, because he feels levels must be earned. Instead, he declares you may create many 1st level characters to compensate for your lack of strength. Extra magical items and the like are not handed out as compensation, although you do get the maximum starting gold. So, put between them, the players muster up a gaggle of around 7 1st level characters, and these will be going through White Plume Mountain.

Let's assume you are going to play in this game (of course, you created White Plume Mountain, and you know exactly what chance 7 1st level characters have in it.)

What is your reaction inwardly? How do you cope with the unfairness of it all? (because, in this case, this is the only DM around. If you refuse to play in his games, you have no alternatives ... and you *want* to play, obviously.)

I had to answer this question for myself. Now, I am curious as to what you'd be quietly thinking inside?

(Incidentally, we made it to that room with the 7 levels that guarded Black Razor. THEN we all died.)

Yours Sincerely
Edena_of_Neith

airwalkrr

Monday, 9th October, 2006, 03:02 AM

That sounds horrid, Edena. If I were the DM, I would have run your group through some side trek to at least get you up to 2nd level first.

BOZ

Monday, 9th October, 2006, 06:47 AM

oh yeah, and i definitely need to say it again - go bears! :D

Col_Pladoh

Monday, 9th October, 2006, 04:05 PM

Quote:

*Originally Posted by **Ahzad***

Here's a link, to a partial piece of the article.

http://www.believmag.com/issues/20...rticle_lafarge

Thanks Terry,

There is a newly released book on Lake Geneva at the local book shop, so when I head there to pick up my copy, I'll see if they have *The Believer* as well.

Cheers,
Gary

Col_Pladoh

Monday, 9th October, 2006, 04:16 PM

Quote:

*Originally Posted by **Edena_of_Neith***

Edena_of_Neith here.

Hey there, Gary Gygax. Nice to see you again.

*Ok, this is going to freak you out, but it happened in a game I played in (I did *not* run this game), so I wish to ask you how you'd react as a player to the following situation:*

You and a group of players get together, and your mutual friend is DMing. The module will be S2, White Plume Mountain. Unfortunately, NOBODY has any characters above 1st level. The DM will not allow anyone to 'create' higher level characters for the module, because he feels levels must be earned. Instead, he declares you may create many 1st level characters to compensate for your lack of strength. Extra magical items and the like are not handed out as compensation, although you do get the maximum starting gold. So, put between them, the players muster up a gaggle of around 7 1st level characters, and these will be going through White Plume Mountain.

Let's assume you are going to play in this game (of course, you created White Plume Mountain, and you know exactly what chance 7 1st level characters have in it.)

*What is your reaction inwardly? How do you cope with the unfairness of it all? (because, in this case, this is the only DM around. If you refuse to play in his games, you have no alternatives ... and you *want* to play, obviously.)*

I had to answer this question for myself. Now, I am curious as to what you'd be quietly thinking inside?

(Incidentally, we made it to that room with the 7 levels that guarded Black Razor. THEN we all died.)

*Yours Sincerely
Edena_of_Neith*

Two things:

Lawrence Schick designed *White Plume Mountain*, and it was not meant for 1st level PCs!

Faced with the situation you set forth, I would have been a spoil-sport and simply had my PC take point so as to end the farce for him quickly, get on to playing something that would be an enjoyable challenge. Railroadiing a bunch of 1st level PCS is no fun for anyone concerned, I should have thought.

Cheers,
GAry

Col_Pladoh

Monday, 9th October, 2006, 04:19 PM

Quote:

*Originally Posted by **BOZ***

oh yeah, and i definitely need to say it again - go bears! :D

It was a shame that the Bills were allowed a touchdown in the 4th quarter... :]

Indeed, Da Bearss are cruising!

Cheers,
Gary

BOZ

Monday, 9th October, 2006, 08:36 PM

as i hear it though, that's only the 2nd TD the bears have allowed so far this season! yikes!

Quote:

*Originally Posted by **BOZ***

as i hear it though, that's only the 2nd TD the bears have allowed so far this season! yikes!

Two too many if you ask me! :]

:lol:

Gary

haakon1

Monday, 9th October, 2006, 09:57 PM

Quote:

*Originally Posted by **Col_Pladoh***

Real noobs always began at 1st level. More experienced players that were joining up with the main regulars for some special adventure might begin with new PCs of 2nd, 3rd, or even 4th level. They were not missing anything, certainly, as they had already worked one or more PCs to that level and above.

Having a higher starting level often makes the difference of being able to actively participate in play ;)

True. Being fundamentalist about "everyone starts at 1st level, everytime" is a bit of a pain, but sometimes constraints like that have interesting results. Basically we've dealt with it 3 ways:

- 1) Protect the noob until they're powerful enough to contribute. A 1st level character with a 9th level party has a LOW life expectancy, but if they survive at all, they gain levels fast.
- 2) Side trek training adventures -- which can be a new campaign, and eventually lead to a Super Friends combo party of the survivors from 2 parties.
- 3) Monstrous characters. A 1st level centaur ranger is more surviveable than a 1st level ranger of a standard race.

haakon1

Monday, 9th October, 2006, 10:16 PM

Quote:

*Originally Posted by **airwalkrr***

That sounds horrid, Edena. If I were the DM, I would have run your group through some side trek to at least get you up to 2nd level first.

Nod. I'm a fanatic about "everybody starts at 1st level", and I sometimes have had large parties (the largest was 9-10 characters), but I'd never through White Plume Mountain at them. More like a 1st level adventure, or perhaps a 2nd-3rd one for a really big 1st level party. 1st level is tough even against "normal" foes: bears and wolves and kobolds, oh my!

Thulcondar

Monday, 9th October, 2006, 10:36 PM

Quote:

*Originally Posted by **haakon1***

True. Being fundamentalist about "everyone starts at 1st level, everytime" is a bit of a pain, but sometimes constraints like that have interesting results. Basically we've dealt with it 3 ways:

- 1) Protect the noob until they're powerful enough to contribute. A 1st level character with a 9th level party has a LOW life expectancy, but if they survive at all, they gain levels fast.*
- 2) Side trek training adventures -- which can be a new campaign, and eventually lead to a Super Friends combo party of the survivors from 2 parties.*
- 3) Monstrous characters. A 1st level centaur ranger is more surviveable than a 1st level ranger of a standard race.*

Personally, I almost always start PCs at 1st level (with exceptions if they are not intended to be played for long, such as if a friend is visiting for only a session or two). As a rule, I am generally lenient with 1st level characters, and while a couple usually die, it's not that difficult for them to make it to 3rd or 4th level in short order, and soon get within some semblance of even a mid-high level party.

Thulcondar

Edena_of_Neith

Tuesday, 10th October, 2006, 02:06 AM

(meant as partial humor)

Well now ... we DID flood Keraptis's main suite of rooms when someone swam down and turned the waterworks wheel.
How many 1st level characters can say they did THAT? :)

I admit, it was a waste of time. It was unfair. But remember that old saying: revenge is a dish best served cold.
Next time, I'm going to Rock to Mud the whole place down around Keraptis's ears. And I mean by using the OLD Rock to Mud. When Mr. 30th level Keraptis wizard shows up, I'm hitting him with Gemidon's Paralytic Missile (from the Waterdeep Boxed Set, 2nd Edition, save for half DURATION, auto-paralysis, Autokill Spell ... better by far than Power Word Stun or even those Kalamar Irresistible Spells ... and THEN we will see, how haughty and arrogant and snide Keraptis is then, when we drag him (tied to the back of a mule) all the way back from the Yeomanry to Greyhawk City in triumph.)

My old DM, the one who DMed that version of White Plume Mountain, is long gone.
But I'm sure I can find a killer DM who will let me use the old spells, without realizing what they do, and then my revenge will be assured!

And Lawrence Schick designed well, I think. I just wish a character of mine had gotten his or her hands on Black Razor ...

Yours Sincerely
Edena_of_Neith

airwalkrr

Tuesday, 10th October, 2006, 07:03 AM

Waterdeep spells in Greyhawk? White Plume Mountain in the Yeomanry? Your DM ran a very "interesting" Greyhawk.

BOZ

Tuesday, 10th October, 2006, 04:23 PM

with Edena? to say the least. :D

JohnRTroy

Wednesday, 11th October, 2006, 04:37 PM

In case Gary seems a bit scarce, I heard from Dragonsfoot that he hasn't been feeling well this past week, so be patient with him--I think he has to spend some time off-line.

haakon1

Thursday, 12th October, 2006, 05:36 PM

Quote:

*Originally Posted by **Thulcondar***

Personally, I almost always start PCs at 1st level (with exceptions if they are not intended to be played for long, such as if a friend is visiting for only a session or two).

Oh yeah. For "guest stars", I usually let people play NPCs. That gets them a higher level character, but I don't view it as starting at the higher level -- sometimes, the NPC's have been played up from 1st level (if they are essentially party members, or if they are "retired" characters from other campaigns or from players who dropped out), sometimes they have not.

Once in a while the player decides to turn the NPC into a PC . . . I don't think that's ever happened with one that didn't start at 1st or maybe 2nd, though.

dorentir

Sunday, 15th October, 2006, 06:06 AM

Quote:

*Originally Posted by **Edena_of_Neith***

Edena_of_Neith here.

Hey there, Gary Gyax. Nice to see you again. (snipped for brevity)

Yours Sincerely

Edena_of_Neith

Sounds like a basically frustrating experience. In such a situation, I would volunteer to take over the DMing responsibilities for a time and host a game at my own house for any who wanted to come. The DM who insisted on running 1st level PCs through that meat grinder would be encouraged to attend, if only to hopefully show him that it is possible to play the game by presenting level appropriate encounters to the party... and rather than seeing players attention wander as they probably did at his own table when PC after PC was mowed down by insurmountable challenges, he might start to see that if people have a chance to solve the puzzles, overcome the obstacles and slay their foes they might remain interested a little longer... of course, a PC death here and there keeps things interesting... but the man who shoots fish in a barrel should'nt call himself a fisherman and the DM who kills PC after PC isn't challenging anything other than his player's patience.

My 2 cents anyway.

dorentir

Sunday, 15th October, 2006, 06:11 AM

Gary;

If you are not feeling well, hope you enjoy better health soon. My wife and I have both been suffering with walking pneumonia --- we are on week 4 of it and even a short walk leaves me exhausted. So we are both tired and grouchy and our dogs are as frustrated as hell since they are used to long walks every day. My female lab mix has taken to scolding me in the early evening --- she stands at the front door and says "wooooooooooooo" at me with a growl in her voice while wagging her tail vigorously --- that's dog language for, "Get off your lazy arse and let's go for a walk, human!"

regards
stefan

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Gary Gygax Q&A: Part XII

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airwalkrr

Sunday, 15th October, 2006, 08:16 AM

Warm wishes for better health, Gary!

Edena_of_Neith

Sunday, 15th October, 2006, 09:56 AM

I hope Gary is ok. I wish him health and a quick return to ENWorld.

haakon1

Wednesday, 18th October, 2006, 05:00 PM

Get well, Gary. Many fine beverages await your earliest convenience. :)

Odhanan

Thursday, 19th October, 2006, 01:19 AM

Quote:

*Originally Posted by **JohnRTroy***

In case Gary seems a bit scarce, I heard from Dragonsfoot that he hasn't been feeling well this past week, so be patient with him--I think he has to spend some time off-line.

Get well Gary. Here are good thoughts for you.

Particle_Man

Friday, 3rd November, 2006, 03:16 PM

Dragonchess question

First, I hope that you are feeling well Gary.

I was looking over your game Dragonchess in Dragon #100, and had a question about the Cleric and Paladin. When they move between boards, are they allowed to capture on the trans-board move, or must a trans-board move be into an unoccupied space?

Rhuvein

Saturday, 4th November, 2006, 02:56 AM

Hoping all is well!

Dan R.Stevenson

Saturday, 4th November, 2006, 09:08 PM

Quote:

*Originally Posted by **dorentir***

Gary;

My wife and I have both been suffering with walking pnemonia --- we are on week 4 of it and even a short walk leaves me exhausted. So we are both tired and grouchy and our dogs are as frustrated as hell since they are used to long walks every day.
stefan

Are you sure its walking pnemonia. Thats what I thought I had in march 05' and it turned out to be congestive heart failure. I had difficulty breathing and was tired all the time. I finally broke down and went to the emergency room where they said my blood pressure was 270/120 the intern actually thought she was misreading the bp gauge and had to get a nurse to double check. If I would have waited another day I probably would have died or had a stroke. :eek:

Deuce Traveler

Sunday, 5th November, 2006, 11:32 PM

I heard from the Troll Lords guys that Gary had gotten very sick, but is expected to recover. Just passing the word on the mill of rumors.

JohnRTroy

Wednesday, 15th November, 2006, 01:15 PM

Basically, Gary's been bedridden with the Herpes Zoster Virus, aka [Shingles](#). It's a real painful ailment and according to Gail his left eye has been swollen shut. Basically it's "Chicken Pox 2.0, now including pain".

Gary's been actually bored since he's been bedridden for five weeks. Hopefully after Thanksgiving he'll be back to messaging.

JRRNeiklot

Wednesday, 15th November, 2006, 04:29 PM

Ugh. My dad suffered from recurring cases of that. It was really, really painful. His back broke out and looked like a 3d landscape of an alien planet. Get well, soon, Gary!

BOZ

Wednesday, 15th November, 2006, 06:29 PM

oy, get well gary! :)

trollwad

Wednesday, 15th November, 2006, 07:51 PM

get better soon gary

Treebore

Wednesday, 15th November, 2006, 07:57 PM

Yes, please get well. I know how much it sucks to be sick for the holidays, so recover soon.

xmanii

Wednesday, 15th November, 2006, 11:33 PM

Hope you get better soon!

JediOre

Thursday, 16th November, 2006, 12:12 AM

OWch. I've had a mild case of shingles several years ago. It's pain squared!

Gary, I'll keep you in my prayers.

Rhuvein

Thursday, 16th November, 2006, 03:04 AM

Here's to a speedy recovery. Hope to see you on the boards real soon, Gary! :D

JoeBlank

Thursday, 16th November, 2006, 03:09 PM

Get well soon, Gary!

mkb152

Thursday, 16th November, 2006, 08:36 PM

Quote:

*Originally Posted by **JRRNeiklot***

Ugh. My dad suffered from recurring cases of that. It was really, really painful. His back broke out and looked like a 3d landscape of an alien planet. Get well, soon, Gary!

Yes, unfortunately it is quite common for people to get it as they get older. I am young, but I have a recurring case of it that shows up on my back. My case is mild, but it sucks big time. :)

Henry

Thursday, 16th November, 2006, 10:34 PM

Quote:

*Originally Posted by **mkb152***

Yes, unfortunately it is quite common for people to get it as they get older. I am young, but I have a recurring case of it that shows up on my back. My case is mild, but it sucks big time. :)

My well-wishes to Gary, too! :(

Also, thought I know Gary hates these threads to go excessively long, I think I'll keep this one with the same title until he starts posting here again, so he'll know where to find it in case it's bookmarked.

mathogre

Wednesday, 29th November, 2006, 02:59 PM

Greetings Gary! Best wishes for a full recovery without complications.

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Gary Gygax Q&A: Part XII

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Mark CMG

Wednesday, 29th November, 2006, 03:00 PM

Get well soon, Poppa-G! :)

diaglo

Wednesday, 29th November, 2006, 03:23 PM

get well soon.

i know this won't help gary. but here is the latest on the shingles vaccine front from just last week: <http://www.cdc.gov/nip/ACIP/slides/o...r-4-harpaz.pdf>

rossik

Wednesday, 29th November, 2006, 05:48 PM

hope u get well soon, mr gygax!

tzor

Wednesday, 29th November, 2006, 08:01 PM

Shingles isn't good. Shingles around the eye is even nastier. My father once had a shingles attack in his mouth. Swelled so badly he had to stop wearing his dentures for a month.

GET WELL GARY.

BOZ

Saturday, 2nd December, 2006, 07:59 PM

hasn't posted in almost 2 months... hope he's doing OK!

jcfiala

Sunday, 3rd December, 2006, 04:43 AM

Get well soon, Mr. Gygax!

JohnRTroy

Tuesday, 5th December, 2006, 05:14 PM

If you didn't see my post in the other thread, I visited him last Thursday. Overall, he's doing pretty darn well, but he's just tired. The shingles have mostly cleared up but he still has a "droopy eye". He's just fatigued. Maybe after the holidays he'll be back here.

He's already started posting a few links to political "rants" on the talk list, so slowly but surely he's getting better! :)

mossfoot

Tuesday, 5th December, 2006, 11:58 PM

As always, wishing him a fast recovery, and much better luck with his health in the future!

Crimhthan_The_Great

Friday, 8th December, 2006, 04:46 AM

Get well soon Gary!

CRGreathouse

Tuesday, 2nd January, 2007, 01:31 AM

Happy new year, Gary! I hope you're feeling better!

EvilPheemy

Wednesday, 3rd January, 2007, 03:53 AM

Unashamed Geekery and ring kissing to follow.

It's certainly become difficult to ask you a fresh question considering there's 12 threads and Lord only Knows how many articles, interviews, and essays out there. My 8 year old son received from Santa-Dad his first copy of Dungeons and Dragons this year.

I'm currently preparing a few of the old classic modules like *Keep on the Borderlands*, and *Palace of the Silver Princess* to send him and his friends through.

Having introduced your own children to the hobby, do you have any advice, anecdotes or warnings for me?

wildwood72

Saturday, 3rd February, 2007, 05:21 PM

Welcome Back, Col.!

In case anyone only bookmarks the Q&A discussions and doesn't look around...

Gary's Back

:D :D :D

Col_Pladoh

Saturday, 3rd February, 2007, 05:40 PM

Quote:

*Originally Posted by **EvilPheemy***

It's certainly become difficult to ask you a fresh question considering there's 12 threads and Lord only Knows how many articles, interviews, and essays out there. My 8 year old son received from Santa-Dad his first copy of Dungeons and Dragons this year.

I'm currently preparing a few of the old classic modules like Keep on the Borderlands, and Palace of the Silver Princess to send him and his friends through.

Having introduced your own children to the hobby, do you have any advice, anecdotes or warnings for me?

Howdy,

Only a couple of observations regarding ploaying with very young participants:

They grow frustrated quickly unless they achieve some minor success periodically and are rewarded therefor in even a small way.

Never allow their PCs to meet an end, as that is too traumatic. Even losing a treasured magic item or a trusted henchman or animal companion is likely to sent them from the gaming table in a funk, if not in tears.

Only after playing for several months is it possible to be more rigorous in GMing for youngsters.

Cheers,
Gary

BOZ

Friday, 9th February, 2007, 03:58 AM

Hey Gary, if you're up to answering questions...

I remember ever since reading the Fellowship of the Rings, that the hobbits encountered a man-eating tree on the way to meet Tom Bombadil. i've long wondered if that served as inspiration for the Black Willow from MM2? :)

Col_Pladoh

Friday, 9th February, 2007, 04:42 PM

Quote:

*Originally Posted by **BOZ***

Hey Gary, if you're up to answering questions...

I remember ever since reading the Fellowship of the Rings, that the hobbits encountered a man-eating tree on the way to meet Tom Bombadil. i've long wondered if that served as inspiration for the Black Willow from MM2? :)

Hi Boz,

Happy to answer questions once again.

The malign Old Man Willow got me interested in the folklore detailing such sentient and evil trees. So indeed, the inspiration was linked to JRRR's writing. English folklore is my main source, though, even if I can no longer remember in which books I found such information.

Cheers,
Gary

grodog

Saturday, 10th February, 2007, 10:08 PM

Hi Gary---

I'm glad to see you back on the boards, and in better health :D

There have been several discussions recently here about the inspirational reading list from the DMG (Appendix N), at <http://www.enworld.org/showthread.php?t=186802> and <http://www.enworld.org/showthread.php?t=186812> and <http://www.enworld.org/showthread.php?t=186846>. Here's the original list, for quick reference (using the DMG list plus the two authors/works that appeared in The Dragon but weren't in the DMG):

Quote:

Anderson, Poul. THREE HEARTS AND THREE LIONS; THE HIGH CRUSADE; THE BROKEN SWORD
Bellairs, John. THE FACE IN THE FROST
Algernon Blackwood
Brackett, Leigh.

Brown, Fredric.
 Burroughs, Edgar Rice, "Pellucidar" Series; Mars Series; Venus Series
 Carter, Lin. "World's End" Series
 de Camp, L. Sprague. LEST DARKNESS FALL; FALLIBLE FIEND; et al.
 de Camp & Pratt. "Harold Shea" Series; CARNELIAN CUBE
 Derleth, August.
 Dunsany, Lord.
 Farmer, P. J. "The World of the Tiers" Series; et al.
 Fox, Gardner. "Kothar" Series; "Kyrik" Series; et al.
 Howard, R. E. "Conan" Series
 Lanier, Sterling. HIERO'S JOURNEY
 Leiber, Fritz. "Fafhrd & Gray Mouser" Series; et al.
 Lovecraft, H. P.
 Merritt, A. CREEP, SHADOW, CREEP; MOON POOL; DWELLERS IN THE MIRAGE; et al.
 Moorcock, Michael. STORMBRINGER; STEALER OF SOULS; "Hawkmoon" Series (esp. the first three books)
 Norton, Andre.
 Offutt, Andrew J., editor SWORDS AGAINST DARKNESS III.
 Pratt, Fletcher, BLUE STAR; et al.
 Fred Saberhagen Changeling Earth
 St. Clair, Margaret. THE SHADOW PEOPLE; SIGN OF THE LABRYS
 Tolkien, J. R. R. THE HOBBIT; "Ring Trilogy"
 Vance, Jack. THE EYES OF THE OVERWORLD; THE DYING EARTH; et al.
 Weinbaum, Stanley.
 Wellman, Manly Wade.
 Williamson, Jack.
 Zelazny, Roger. JACK OF SHADOWS; "Amber" Series; et al.

My question to you is, if you were writing D&D for the first time, now in 2007, how would your Appendix N listings differ from your original selections? Would you add some more contemporary authors (like Neil Gaiman, George R. R. Martin, Lucius Shepard, etc.)? Would you add more contemporary works of the listed authors (Zelazny's more-recent Amber books, Leiber's concluding F&GM books, etc.)? Would you remove some authors who may not inspire you today like they did in the early 1970s (Frederick Brown, Margaret St. Clair, John Bellairs, etc.)? Would you add non-literary media (comic books, films, television, music, etc.)? Would you add more non-fiction (history, mythology, etc.)?

On some level I'm asking what inspires you today, but I'm also curious about how your tastes have changed (if they have).

Thanks, as always, for sharing your thoughts :D

thedungeondelver

Sunday, 11th February, 2007, 05:06 AM

Two for you, Gary...

One: laying aside Ch e h n o A b s A o H h n M a r c o n e n t, do you think o A n G h b F M O e F M b is still a viable system? That is, would you recommend someone check it out?

Two: Assuming A o & o rules, are you of the opinion that a cleric/paladin dual-class (with the necessary stat requirements being met) is permissible?

Col_Pladoh

Sunday, 11th February, 2007, 04:29 PM

Quote:

Originally Posted by **grodog**

Hi Gary---

I'm glad to see you back on the boards, and in better health :D

There have been several discussions recently here about the inspirational reading list from the DMG (Appendix N), at <http://www.enworld.org/showthread.php?t=186802> and <http://www.enworld.org/showthread.php?t=186812> and <http://www.enworld.org/showthread.php?t=186846>. Here's the original list, for quick reference (using the DMG list plus the two authors/works that appeared in The Dragon but weren't in the DMG):

My question to you is, if you were writing D&D for the first time, now in 2007, how would your Appendix N listings differ from your original selections? Would you add some more contemporary authors (like Neil Gaiman, George R. R. Martin, Lucius Shepard, etc.)? Would you add more contemporary works of the listed authors (Zelazny's more-recent Amber books, Leiber's concluding F&GM books, etc.)? Would you remove some authors who may not inspire you today like they did in the early 1970s (Frederick Brown, Margaret St. Clair, John Bellairs, etc.)? Would you add non-literary media (comic books, films, television, music, etc.)? Would you add more non-fiction (history, mythology, etc.)?

On some level I'm asking what inspires you today, but I'm also curious about how your tastes have changed (if they have).

Thanks, as always, for sharing your thoughts :D

Howdy,

The fact is that I wouldn't change the list much, other than to add a couple of novels such as Lanier's second Hiero yarn, Piers Anthony's Split Infinity series, and the Disc World books.
 I would never add other media forms to a reading list. If someone is interested in comic books and/or graphic novels, they're on their own.

Cheers,
 Gary

Quote:

Originally Posted by **thedungeondelver**

Two for you, Gary...

One: laying aside **LEJENDARY ADVENTURES** for a moment, do you think **DANGEROUS JOURNEYS** is still a viable system? That is, would you recommend someone check it out?

Two: Assuming **AD&D** rules, are you of the opinion that a cleric/paladin dual-class (with the necessary stat requirements being met) is permissible?

If one really enjoys great detail in one's character, then the DJ *Mythus* game is fine. Howeverm I must point out that the work is incomplete, lacks the *Faerie Bestiary* and the several other RPG genre games that were meant to round out the game;s milieu.

As a point of order, much of the game rules were designed to be modular, so the Journey Master could plug in or unplug such parts as he found suitable for his taste and that of his player group.

Cheers,
Gary

rossik

Sunday, 11th February, 2007, 09:09 PM

Quote:

Originally Posted by **Col_Pladoh**

Howdy,

.... and the Disc World books.

Cheers,
Gary

first, its very good to see you back and well, mr gygax!

second: disc world would be great inspiration, good to know that u like it too ;)

Gary Gygax Q&A: Part XII

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Korgoth

Sunday, 11th February, 2007, 09:40 PM

A question for you, Gary:

In B2 *Keep on the Borderlands* we have examples of humanoid habitation that resemble primitive life: a family/clan dwelling in a cave, complete with 'women and children'. The question of how to handle humanoid women and children still comes up today. What was the rationale for including females and young rather than, say, making humanoids some sort of sui generis products of nightmare, witchery or divine intervention/retribution, like (presumably, at least) a minotaur?

Col_Pladoh

Monday, 12th February, 2007, 04:14 PM

Quote:

*Originally Posted by **rossik****first, its very good to see you back and well, mr gygax!**second: disc world would be great inspiration, good to know that u like it too :)*

:D

I even added a great class of magical items to the *Legendary Adventure* game's list of "Extraordinary Items," this being called "Footlocker."

:cool:

Gary

Col_Pladoh

Monday, 12th February, 2007, 04:24 PM

Quote:

*Originally Posted by **Korgoth****A question for you, Gary:**In B2 Keep on the Borderlands we have examples of humanoid habitation that resemble primitive life: a family/clan dwelling in a cave, complete with 'women and children'. The question of how to handle humanoid women and children still comes up today. What was the rationale for including females and young rather than, say, making humanoids some sort of sui generis products of nightmare, witchery or divine intervention/retribution, like (presumably, at least) a minotaur?*

Well...

The JRRT treatment of orcs sort of hatching from inexplicable cocoons seemed quite too fantastic to me. Of course there are special monsters created my magic of some sort, and in the *Legendary Adventure* game I have androids created in vats by an alien race. However, it seems quite reasonable to me that most monsters breed as do animals and humans. I have some females fight as do males, others at a lesser capacity, some non-combatant. Immature members of the species might fight at half value, or be non-combatant, or a mix of the two.

Having tribal organization for most humanoid monsters makes adventure scenarios more colorful and believable, IMO.

Cheers,
Gary

Henry

Monday, 12th February, 2007, 05:17 PM

Quote:

*Originally Posted by **Col_Pladoh****I have some females fight as do males, others at a lesser capacity, some non-combatant. Immature members of the species might fight at half value, or be non-combatant, or a mix of the two.*

That said, have you ever given an opinion on the "Paladin vs. an Orc Baby" scenario before? (Otherwise known as the "would you strangle baby Hitler?" moral question.)

Col_Pladoh

Tuesday, 13th February, 2007, 04:53 PM

Quote:

Originally Posted by **Henry**

That said, have you ever given an opinion on the "Paladin vs. an Orc Baby" scenario before? (Otherwise known as the "would you strangle baby Hitler?" moral question.)

Not directly.

If the infant orc was not able to reason, the paladin would not slay it, possibly see to its care somewhere until it reached a state where reason was possible; but if and when the immature humanoid was able to reason, the paladin would make it swear its rejection of evil, confess its adherence to LG, and then execute it before it could recant. Thus the orc would be guaranteed acceptance in a more benign afterlife.

Cheers,
Gary

rossik

Tuesday, 13th February, 2007, 05:22 PM

Quote:

Originally Posted by **Col_Pladoh**

the paladin would make it swear its rejection of evil, confess its adherence to LG, and then execute it before it could recant. Thus the orc would be guaranteed acceptance in a more benign afterlife.

wow....that really changed my point of view about paladins...very good :D

but in the other question, about turning evil dragons to good, the dragon would take much more time to reason, no?

would he kill in instants a red dragon?

(btw, love the info about he footlocker!)

robertsconley

Tuesday, 13th February, 2007, 06:13 PM

Quote:

Originally Posted by **Col_Pladoh**

Well...

The JRRT treatment of orcs sort of hatching from inexplicable cocoons seemed quite too fantastic to me.

In the books Orcs are twisted versions of Elves and with Man mixed in later by Saruman. In the movies we see orcs emerging from cocoons. I suppose this is Jackson's way of showing the twisting process used by Saruman used to produce his superior breed of orcs.

Rob Conley

Col_Pladoh

Tuesday, 13th February, 2007, 06:42 PM

Quote:

Originally Posted by **rossik**

wow....that really changed my point of view about paladins...very good :D

but in the other question, about turning evil dragons to good, the dragon would take much more time to reason, no?

would he kill in instants a red dragon?

(btw, love the info about he footlocker!)

Good Afternoon,

Note that the "converted" evil humanoid is quite unlikely to remain so, will return to its evil ways, so thus the mercy killing by the paladin to assure that doesn't happen. It is all for the good of the subject of course.

The same surely holds true of evil dragons. A permanent conversion from the malign is most unlikely, the best outcome likely being a neutral creature with evil tendencies. Thus I hold that a paladin will attack on sight any evil monster of that sort...assuming he believes there is a reasonable chance of prevailing. Otherwise, the paladin will mark the location to return with a stronger force.

As for Footlocker nagic items, the class in a new, Grade 13 one, and it contains four progressively more powerful versions of the item. The most potent is reminiscent of Luggage. :lol:

Cheers,
Gary

Col_Pladoh

Tuesday, 13th February, 2007, 06:48 PM

Quote:

Originally Posted by **robertsconley**

In the books Orcs are twisted versions of Elves and with Man mixed in later by Saruman. In the movies we see orcs emerging from cocoons. I suppose this is Jackson's way of showing the twisting process used by Saruman used to produce his superior breed of orcs.

Rob Conley

Heh...

And how was the "twisting" managed? Seems that the popping out of cocoons is as good an answer as any to this untreated question. There is no question about there being mom, pop, sis, and junior orcs in JRRT's work.

BTW is elves are so siperior to humans, as they are in JRRT's world, why would mixing in humans with once-elven orcs make a superior breed. Logically in the Middle Earth milieu, the offspring of the two would be inferior to pure orcs, not superior Urok-hai.

Never mind :confused:

Gary

rossik

Tuesday, 13th February, 2007, 08:01 PM

hey mr gygax, i quite dont get the "Grade 13 one" part...whats that?

(oh, btw, i just read the 3 first vol. od discworld...but one is enough to love luggage (Bagagem, in portuguese).

do you think is a good idea to make "itens" as npc?

or thats just good for comic storys?

Henry

Tuesday, 13th February, 2007, 08:07 PM

Quote:

Originally Posted by **Col_Pladoh**

Note that the "converted" evil humanoid is quite unlikely to remain so, will return to its evil ways, so thus the mercy killing by the paladin to assure that doesn't happen. It is all for the good of the subject of course.

Of course there's that sticky problem of the paladin having now chopped down a publicly-declared "good" creature, but I have to admit I can appreciate the finality of the solution. :D

khyron1144

Tuesday, 13th February, 2007, 08:56 PM

Hi Gary,

I apologize, if this has been asked before, but were any of the unique monsters in the orginal Monster Manual 2 intended to be lesser deities as the Deities and Demigods cyclopedia says the Archdevils and Demon Princes and Princes of Elemental Evil are?

In my campaign, I've always gone with the assumption that any unique monster from one of the 1e hardbacks that's tagged with the label Archdevil or Demon Prince is a lesser deity, as are the Princes of Elemental Evil, The Cat Lord, Anthraxus, and Primus is a deity.

Thanks.

Col_Pladoh

Tuesday, 13th February, 2007, 09:17 PM

Quote:

Originally Posted by **khyron1144**

Hi Gary,

I apologize, if this has been asked before, but were any of the unique monsters in the orginal Monster Manual 2 intended to be lesser deities as the Deities and Demigods cyclopedia says the Archdevils and Demon Princes and Princes of Elemental Evil are?

In my campaign, I've always gone with the assumption that any unique monster from one of the 1e hardbacks that's tagged with the label Archdevil or Demon Prince is a lesser deity, as are the Princes of Elemental Evil, The Cat Lord, Anthraxus, and Primus.

Thanks.

Based on our world's actual mythology, such evil entities can be a lot more than lesser deities. Using the criteria mentioned, some are greater ones on a par with the benign deities.

Cheers,
Gary

RigaMortus2

Tuesday, 13th February, 2007, 09:30 PM

Mr Gygax, I had just a couple questions...

Just curious if you have done any interviews recently (mainly TV or Radio interviews)? The reason I ask is, I think it would be great if you were a guest on the Colbert Report (since he is a D&D fan).

Do you watch Prime Time TV? And if so, what TV shows are you a fan of?

Col_Pladoh

Tuesday, 13th February, 2007, 09:36 PM

Quote:

*Originally Posted by **rossik***

hey mr gygax, i quite dont get the "Grade 13 one" part...whats that?

(oh, btw, i just read the 3 first vol. od discworld...but one is enough to love luggage (Bagagem, in portuguese).

do you think is a good idea to make "itens" as npc?

or thats just good for comic stories?

FWIW,

Indeed Luggage is ultra potent, a great bit of interesting magic for a novel, and it is a бага--GEM in my estimation. I would love to have that item for one of my high level PCs :D

In my mind only the more powerful of GM-run NPCs are able to craft magic items. I hate to have to tell PCs that they should be out adventuring to gain magical goodies, not sitting cooped up somewhere trying to create their own.

Cheers,
Gary

Col_Pladoh

Tuesday, 13th February, 2007, 09:39 PM

Quote:

*Originally Posted by **Henry***

Of course there's that sticky problem of the paladin having now chopped down a publicly-declared "good" creature, but I have to admit I can appreciate the finality of the solution. :D

Hi Henry,

That should pose no problem with those folk of the same persuasion as the paladin, as they will understand and agree with that most caring dispatch of a reformed miscreant to a better place.

Of course those of the same alignment as the "converted" will absolutely hate the deed and its doer.

Cheers,
Gary

Col_Pladoh

Tuesday, 13th February, 2007, 09:45 PM

Quote:

*Originally Posted by **rossik***

hey mr gygax, i quite dont get the "Grade 13 one" part...whats that?

...

Heh...

Sorry. Extraordinary Items (magical objects) are graded in the *Legendary Adventure* game. Originally I had 12 such divisions, but when Footlockers were added I made them a 13th category, rather more akin to artifacts in the D&D game/ Cheers,
Gary

Col_Pladoh

Tuesday, 13th February, 2007, 09:54 PM

Quote:

*Originally Posted by **RigaMortus2***

Mr Gygax, I had just a couple questions...

Just curious if you have done any interviews recently (mainly TV or Radio interviews)? The reason I ask is, I think it would be great if you were a guest on the Colbert Report (since he is a D&D fan).

Do you watch Prime Time TV? And if so, what TV shows are you a fan of?

Howdy,

I have done only a few local, magazine, and documentary interviews the past year--with another documentary slated for the spring. I am not much interested in traveling to make some studio appearance.

I usually watch little of so-called Prime Time TV. The exception is *24*. Otherwise I'll watch a movie, or something on the History, Military, Science, several Discovery, or National Geographic Channels or football, boxing, of UFC matches...unless my wife is fed up with my selections and demands the Travel or HGTV channel, or some antiques program be switched on :uhoh:

Cheers,
Gary

RigaMortus2

Tuesday, 13th February, 2007, 10:09 PM

Quote:

Originally Posted by **Col_Pladoh**

I usually watch little of so-called Prime Time TV. The exception is 24. Otherwise I'll watch a movie, or something on the History, Military, Science, several Discovery, or National Geographic Channels or football, boxing, of UFC matches...unless my wife is fed up with my selections and demands the Travel or HGTV channel, or some antiques program be switched on :uhoh:

*Cheers,
Gary*

I figured you for a *24* fan... Although I am not (never got into *24* myself). But I am surprised you didn't mention *HEROES*...

dcas

Tuesday, 13th February, 2007, 10:11 PM

Quote:

Originally Posted by **Henry**

Of course there's that sticky problem of the paladin having now chopped down a publicly-declared "good" creature, but I have to admit I can appreciate the finality of the solution. :D

Same as the Spanish Inquisition executing offenders who confessed. . . . If the orc is unable to stop sinning, then executing him is doing both him *and* society a favor.

A paladin would not have our modern notions of the death penalty. . . . :uhoh:

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Gary Gygax Q&A: Part XII

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gideon_thorne

Wednesday, 14th February, 2007, 12:07 AM

Quote:

Originally Posted by **RigaMortus2**

I figured you for a 24 fan... Although I am not (never got into 24 myself). But I am surprised you didn't mention HEROES...

Or even Dresden Files. Now if there is any series that can be related to gaming, that one can. ^_^

rossik

Wednesday, 14th February, 2007, 11:31 AM

Quote:

Originally Posted by **Col_Pladoh**

FWIW,

... it is a бага--GEM in my estimation.

:D :D :D

Quote:

Originally Posted by **Col_Pladoh**

In my mind only the more powerful of GM-run NPCs are able to craft magic items. I hate to have to tell PCs that they should be out adventuring to gain magical goodies, not sitting cooped up somewhere trying to create their own.

its a good point, very interesting one...im having this problema right now with the 13lvl cleric in my 2e group.

BUT, as i wrote in poor english (sorry, im trying to learn better be reading more), i was asking what do u think of a Object as NPC.

like, a living chest , or a talking harp....do this make good role as npcs, or do you think is a little too weird?

Flexor the Mighty!

Wednesday, 14th February, 2007, 02:53 PM

Quote:

Originally Posted by **Col_Pladoh**

Howdy,

I have done only a few local, magazine, and documentary interviews the past year--with another documentary slated for the spring. I am not much interested in traveling to make some studio appearance.

I usually watch little of so-called Prime Time TV. The exception is 24. Otherwise I;ll watch a movie, or someting on the History, Military, Science, several Discovery, or National Geographic Channels! or football, boxing, of UFC matches...unless my wife is fed up with my selections and demands the Travel or HGTV channel, or some antiques program be switched on :uhoh:

*Cheers,
Gary*

A UFC fan? Cool! That's my favorite combat sport.

Col_Pladoh

Wednesday, 14th February, 2007, 05:41 PM

Quote:

Originally Posted by **RigaMortus2**

I figured you for a 24 fan... Although I am not (never got into 24 myself). But I am surprised you didn't mention HEROES...

I didn't pick it up from the beginning, so *Heroes* is too choppy for me to follow now. I have watched several episodes and found them relatively entertaining.

Cheers,
Gary

Col_Pladoh

Wednesday, 14th February, 2007, 05:43 PM

Quote:

*Originally Posted by **dcas***

...
A paladin would not have our modern notions of the death penalty. . . . :uhoh:

What do you mean by "our"? Some of us are not nancy boys...or the like :lol:

Cheers,
Gary

dcas

Wednesday, 14th February, 2007, 06:31 PM

Quote:

*Originally Posted by **Col_Pladoh***

What do you mean by "our"? Some of us are not nancy boys...or the like :lol:

Heh, well, I wasn't really including myself in that, either. :p

dcas

Wednesday, 14th February, 2007, 06:40 PM

Quote:

*Originally Posted by **Col_Pladoh***

And how was the "twisting" managed? Seems that the popping out of cocoons is as good an answer as any to this untreated question. There is no question about there being mom, pop, sis, and junior orcs in JRRT's work.

Yes, the good Professor (thankfully) left many questions about the breeding of orcs unanswered. Certain characters in the books put forth theories, but we never know whether these theories are their own or those of the narrator! It really adds to the sense of mystery (the movies unfortunately don't have any mystery about them :)).

Quote:

BTW is elves are so siperior to humans, as they are in JRRT's world, why would mixing in humans with once-elven orcs make a superior breed. Logically in the Middle Earth milieu, the offspring of the two would be inferior to pure orcs, not superior Uruk-hai.

Corrupted elves wouldn't necessarily be superior to men. :p The Uruk-hai seemed to have the best features of orcs (superior physical strength and endurance, the ability to see in the dark) combined with some superior human qualities (being able to travel by day). JRRT did grapple with the question of whether or not orcs were truly able to reason. The answer from LOTR seems to be an unqualified yes, however (Ugluk, the leader of the Uruk-hai, is very intelligent and even has a sense of humor!).

Col_Pladoh

Wednesday, 14th February, 2007, 06:55 PM

Quote:

*Originally Posted by **dcas***

Heh, well, I wasn't really including myself in that, either. :p

:lol:

Then cut out the seeming concern for PC speech and, worse, PC thinking! Attempts at mind control should be exposed and rejected vigorously :mad:

Cheers,
;)
Gary

Col_Pladoh

Wednesday, 14th February, 2007, 07:02 PM

Quote:

*Originally Posted by **dcas***

...
Corrupted elves wouldn't necessarily be superior to men. :p The Uruk-hai seemed to have the best features of orcs (superior physical strength and endurance, the ability to see in the dark) combined with some superior human qualities (being able to travel by day). JRRT did grapple with

the question of whether or not orcs were truly able to reason. The answer from LOTR seems to be an unqualified yes, however (Ugluk, the leader of the Uruk-hai, is very intelligent and even has a sense of humor!).

Sorry, but that reasoning doesn't follow. Either elves are superior even in corrupted form, or else they are not superior in any way in regards to using them for hybridization. Corrupting orcs by adding the human strain to them would be the only result possible if orcs are corrupt elves. Making orcs by corrupting elves, the orcs inferior to the elves, it follows that adding men would corrupt human strain, so that the outcome would be an inferior orc, just as the original orcs were inferior to elves.

:cool:
Gary

Napftor

Wednesday, 14th February, 2007, 07:04 PM

Cheers to your continued good health, Gary. Glad to see you around again.

My question concerns the owlbear. Where did the inspiration come from for this monster?

thedungeondelver

Wednesday, 14th February, 2007, 07:04 PM

Now y'all don't make me break out the maad Punet Square and go Mendel on ya!

:)

Geoffrey

Wednesday, 14th February, 2007, 07:40 PM

C h te ne o bs ~~Over~~ a year ago we got rid of our cable and never bothered to hook up an antenna. Consequently our TV has become a "movie machine", capable of showing only three things:

1. DVDs
2. videos
3. snow

We've never come even close to missing having TV. The swill they serve up on there is truly awful.

C h NanaMhde definitely like violent paladins. Remember that in Rob Kuntz's first Maze module one of the PCs is assumed to be a paladin on a mission to assassinate the king! (Puts me in mind of Aquinas's and the Jesuit's justification of killing unjust kings.) My favorite model for a paladin is R. E. Howard's Solomon Kane. No Nancy-boy, he!

Col_Pladoh

Wednesday, 14th February, 2007, 11:08 PM

Quote:

*Originally Posted by **Napftor***

Cheers to your continued good health, Gary. Glad to see you around again.

My question concerns the owlbear. Where did the inspiration come from for this monster?

Heh!

The owlbear came from a plastic toy, one of a bag of "monsters" that also inspired the bulette and rust monster.

Cheers,
Gary

Col_Pladoh

Wednesday, 14th February, 2007, 11:12 PM

Quote:

*Originally Posted by **Geoffrey***

On television: *Over a year ago we got rid of our cable and never bothered to hook up an antenna. Consequently our TV has become a "movie machine", capable of showing only three things:*

1. DVDs
2. videos
3. snow

We've never come even close to missing having TV. The swill they serve up on there is truly awful.

On paladins: *I definitely like violent paladins. Remember that in Rob Kuntz's first Maze module one of the PCs is assumed to be a paladin on a mission to assassinate the king! (Puts me in mind of Aquinas's and the Jesuit's justification of killing unjust kings.) My favorite model for a paladin is R. E. Howard's Solomon Kane. No Nancy-boy, he!*

Actually of one watches non-network channels there is a fair amount of decent programming on cable or dish these days...including football for those that love that game....me, for example.

I quite concur in regards paladins. Charlemagne's paladins fought the Saracens without mercy.

Cheers,
Gary

dcas

Thursday, 15th February, 2007, 12:28 AM

Quote:

*Originally Posted by **Col_Pladoh***

:lol:

Then cut out the seeming concern for PC speech and, worse, PC thinking! Attempts at mind control should be exposed and rejected vigorously
:mad:

Ah, but I am using "modern" as a term of derision. :lol:

Col_Pladoh

Thursday, 15th February, 2007, 04:10 PM

Quote:

*Originally Posted by **dcas***

Ah, but I am using "modern" as a term of derision. :lol:

:\

There goes my using you as a straw man, eh? Now I have drop the vaguely political matter :]

:lol:
Gary

thedungeondelver

Thursday, 15th February, 2007, 04:34 PM

Hey, Gary, in case you didn't get my email yet: count me in for that module! :)

PapersAndPaychecks

Thursday, 15th February, 2007, 05:22 PM

Don't you DARE beat me to it, Bill. :mad:

Jdvn1

Thursday, 15th February, 2007, 05:29 PM

Hiya, Gary.

I started playing with 3e, but am interested in OD&D (I'm trying to decipher the Rules Cyclopedia, though that's a more updated version of the original rules--but that's something for later).

What (hopefully, non-mechanical) aspects of OD&D do you think most contributed to the "feel" of OD&D?

Col_Pladoh

Thursday, 15th February, 2007, 06:00 PM

Quote:

*Originally Posted by **PapersAndPaychecks***

Don't you DARE beat me to it, Bill. :mad:

I have three emails in now on the project, so I am going to close the window. I will report the earliest email in, and the two following to serve as standby designers if agreeable.

Cheers,
Gary

Gary Gygax Q&A: Part XII

Printable View

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thedungeondelver

Thursday, 15th February, 2007, 07:58 PM

Quote:

*Originally Posted by **PapersAndPaychecks****Don't you DARE beat me to it, Bill. :mad:*

Stuart I am SO OWNING YOU :D :D :D

Jdvn1

Friday, 16th February, 2007, 06:45 PM

Quote:

*Originally Posted by **Jdvn1****Hiya, Gary.**I started playing with 3e, but am interested in OD&D (I'm trying to decipher the Rules Cyclopediā, though that's a more updated version of the original rules--but that's something for later).**What (hopefully, non-mechanical) aspects of OD&D do you think most contributed to the "feel" of OD&D?*

Was this too open-ended a question? :uhoh:

Col_Pladoh

Saturday, 17th February, 2007, 12:14 AM

Quote:

*Originally Posted by **Jdvn1****Was this too open-ended a question? :uhoh:*

Heh, ot was one O noted to get back to but skipped because in my heart I was against writing an essay here :lol:

In a nutshell:

The original games of D&D and AD&D were about imagination, choosing an archetype to use as a vehicle for role-playing adventure, innovative play and PC group cooperation. The sole arbiter of such play was the DM, and rules lawyers were anethma in well-regulated groups :]

Cheers,
Gary

BOZ

Saturday, 17th February, 2007, 01:04 AM

as well they should be!!

haakon1

Saturday, 17th February, 2007, 04:11 AM

Quote:

*Originally Posted by **RigaMortus2****I think it would be great if you were a guest on the Colbert Report (since he is a D&D fan).*

A consummation devoutly to be wished, to quote the Bard.

Let's make him come to you!

haakon1

Saturday, 17th February, 2007, 04:19 AM

Quote:

*Originally Posted by **dcas***

Yes, the good Professor (thankfully) left many questions about the breeding of orcs unanswered. Certain characters in the books put forth theories, but we never know whether these theories are their own or those of the narrator! It really adds to the sense of mystery (the movies unfortunately don't have any mystery about them)

My friend the Tolkien expert says that somewhere in his letters, Tolkien answered the question about orcs true origins. Alas, I fail to recall what the answer was, but I believe it somehow pointed out that Morgoth was not capable of true original creation (only corruption), but also said the orcs were not corrupted elves. Ah, beats me, other than he answered it somewhere.

haakon1

Saturday, 17th February, 2007, 04:21 AM

Quote:

*Originally Posted by **Col_Pladoh***

Attempts at mind control should be exposed and rejected vigorously :mad:

Yes, Master, yes. (said like Igor)

:)

Korgoth

Saturday, 17th February, 2007, 05:22 AM

Quote:

*Originally Posted by **Col_Pladoh***

The original games of D&D and AD&D were about imagination, choosing an archetype to use as a vehicle for role-playing adventure, innovative play and PC group cooperation. The sole arbiter of such play was the DM, and rules lawyers were anethma in well-regulated groups :]

A noble sentiment indeed, and the proper guiding principle of the D&D game. If only it was more popularly accepted.

Jdvn1

Saturday, 17th February, 2007, 09:16 AM

Quote:

*Originally Posted by **Col_Pladoh***

Heh, ot was one O noted to get back to but skipped because in my heart I was against writing an essay here :lol:

If you do ever get to that essay, let us know! :)

Quote:

*Originally Posted by **Col_Pladoh***

In a nutshell:

The original games of D&D and AD&D were about imagination, choosing an archetype to use as a vehicle for role-playing adventure, innovative play and PC group cooperation. The sole arbiter of such play was the DM, and rules lawyers were anethma in well-regulated groups :]

Current D&D, I think, is still a vehicle for role-playing adventure, innovative play, and PC group cooperation. (Though, I have no basis on which to compare any matter of degree) Were rules lawyers nonexistent in OD&D? If so, was this due to fewer or less precise rules, newness of the game, or some other factor?

Col_Pladoh

Saturday, 17th February, 2007, 05:38 PM

Quote:

*Originally Posted by **haakon1***

Yes, Master, yes. (said like Igor)

:)

How amusing... :]

:D

Gary

Col_Pladoh

Saturday, 17th February, 2007, 05:41 PM

Quote:

*Originally Posted by **Korgoth***

A noble sentiment indeed, and the proper guiding principle of the D&D game. If only it was more popularly accepted.

There is a simple answer to that. Allow only those willing to accept the concept into your campaign, play only with GMs that hold to that principle. I have no problem doing this myself.

Cheers,
Gary

Col_Pladoh

Saturday, 17th February, 2007, 05:45 PM

Quote:

*Originally Posted by **Jdvn1***

If you do ever get to that essay, let us know! :)

Current D&D, I think, is still a vehicle for role-playing adventure, innovative play, and PC group cooperation. (Though, I have no basis on which to compare any matter of degree) Were rules lawyers nonexistent in OD&D? If so, was this due to fewer or less precise rules, newness of the game, or some other factor?

Of the more recent versions of the game I have played only 3E. It is rules intensive, removes the "Master" from Dungeon Master, has no archetypes left, encourages the players to compete for dominance, devalued magic items, and substitutes statutes in the rules for innovation.

That's the way I see it.

Cheers,
Gary

haakon1

Monday, 19th February, 2007, 10:16 AM

Quote:

*Originally Posted by **Col_Pladoh***

Of the more recent versions of the game I have played only 3E. It is rules intensive, removes the "Master" from Dungeon Master, has no archetypes left, encourages the players to compete for dominance, devalued magic items, and substitutes statutes in the rules for innovation.

I agree the 3e/3.5e rules are over elaborate and attempt to be comprehensive, which can push towards disenfranchising the DM. The main disadvantage of this, for me, is not rules lawyering, but that I waste a lot of time looking up rules that I didn't look up in AD&D. It doesn't matter most of the time when I play over email (in fact, some of their complex rules are pretty reasonable once you figure them out), but in person it's tedious in two ways:

- DMs tend to spend a lot for time looking up rules (boring for all concerned)
- Players tend to forget the rules. Trying to do too many things in one round is a constant issue for some players, and as one fellow-player in a live campaign where I am a mere grunt rather than DM said, only low-level play is fun because at medium to high levels, it's about as complicated as doing your taxes. Sadly, the person making the comparison is an accountant, so he knows whereof he speaks. Personally I like doing math in my head, so it doesn't bother me much, but he's sadly right . . . adding 7 factors and doing 1.5 multiplication for Str, don't forget the Bull's Strength and the Bless, yadda yadda.

All that said, players do seem to like the character creation process more, and really enjoy leveling up.

The joy of the game has switched from the joy of action to the joy of "builds". I think AD&D got it closer to right, but I think both games are enjoyable.

That said, if you play it every week, 3/3.5 probably isn't so much like tax forms. The problem for me is, me & my fellow gamers are too old/busy to play that often. With AD&D, we knew the rules we needed from frequent play, and ignored a lot of other rules without thinking it was "bad" to simplify the grapple rolls into just opposed "to hit" rules, say a natch 20 is always double damage, etc.

The solution for us to make 3/3.5e go fast enough to be fun is to stay low level and die a lot when high levels threaten to bog us down! :eek:

Korgoth

Monday, 19th February, 2007, 04:15 PM

Quote:

*Originally Posted by **haakon1***

The joy of the game has switched from the joy of action to the joy of "builds".

To me, "builds" aren't even D&D. I feel confident saying this in the virtual presence of the game's inventor... D&D is not a game about "builds". That sounds more like Magic: The Piginapoke.

Col_Pladoh

Monday, 19th February, 2007, 04:25 PM

Quote:

*Originally Posted by **Korgoth***

To me, "builds" aren't even D&D. I feel confident saying this in the virtual presence of the game's inventor... D&D is not a game about "builds". That sounds more like Magic: The Piginapoke.

Well...

If builds are a part of the game, that part was meant to be insignificant in comparison to the action and adventure with the group.

As an aside, gaining a level on O/AD&D had been exciting since the beginning of the first game in 1972 :cool:

Cheers,
Gary

dcas

Monday, 19th February, 2007, 09:17 PM

FWIW, I've found that creating a character in the *Legendary Adventure* game is quite enjoyable because of all the options. It might be worthwhile to have 3e aficionados who like to "build" characters take a look at LA.

John Drake

Monday, 19th February, 2007, 10:27 PM

Quote:

*Originally Posted by **haakon1***

I agree the 3e/3.5e rules are over elaborate and attempt to be comprehensive

Wow, great post! I couldn't agree more, myself being part of a 3.5 campaign currently. For those who retain near encyclopedic knowledge of said rules it's not so bad but like the rest of his post said, almost everyone else forgets all that "minor" stuff.

Quote:

*Originally Posted by **haakon1***

*That said, **if you play it every week**, 3/3.5 probably isn't so much like tax forms.*

Again, right on. And honestly, I do believe that that *could* be one of the reasons so many people (imho) prefer the older versions of the game: they played it much more and became so familiar with it! I know that is how I feel (played with AD&D 1st & 2nd eds for 14 years), never mind that I just like the rules better, but I'm so much more comfortable with that style. If only my current group felt that way.....

Col_Pladoh

Monday, 19th February, 2007, 10:44 PM

Quote:

*Originally Posted by **dcas***

*FWIW, I've found that creating a character in the *Legendary Adventure* game is quite enjoyable because of all the options. It might be worthwhile to have 3e aficionados who like to "build" characters take a look at LA.*

Ondeed, and that is the beauty of a skill-bundle based system that also offers a broad range of archetypes for character building, none of which are cookie-cutter figures. Similarly, there are no comic book super-hero type ones from which to choose. OTOH, one can create just about any reasonable and logical sort of game persona desired with the *Legendary Adventure* game system.

Cheers,
Gary

BOZ

Tuesday, 20th February, 2007, 04:00 AM

Quote:

*Originally Posted by **Col_Pladoh***

As an aside, gaining a level on O/AD&D had been exciting since the beginning of the first game in 1972 :cool:

as well it should be! get a new level, get more powerful! that's been a constant through all editions, the main difference being exactly what "more powerful" means.

khyron1144

Tuesday, 20th February, 2007, 06:18 AM

Another question for you Gary (Again, I hope it isn't something that has been asked before):

In the early version of the Dungeoncraft column in Dragon magazine (might have been around when they got you to start writing the Up on A Soap Box series again or a year or month or two before), the writer of this column suggested that DMs design a setting that can be adventured in rather than a storyline or adventure that might have some good scenery along the way.

What do you think of this approach to homebrew world design/ campaign creation?

A short answer is good if it looks too essay questionish.

Thanks much. The folks over on [WotC's boards](#) are debating the word Gygaxian again.

All times are GMT +1. The time now is 03:56 PM.

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Gary Gygax Q&A: Part XII

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Joe125

Tuesday, 20th February, 2007, 12:44 PM

Gary,

Basic D&D. I was running players through the caves of chaos and one of the PCs turned a Wight. The wight went away down the tunnel to a closed door and the PC cleric pursued. Then he wanted to attack the monster. Should the Wight at this point suddenly fight back, given that it has been approached after having been Turned?

-David.

Col_Pladoh

Tuesday, 20th February, 2007, 04:20 PM

Quote:

*Originally Posted by **BOZ****as well it should be! get a new level, get more powerful! that's been a constant through all editions, the main difference being exactly what "more powerful" means.*

Well said Boz!

Cheers,
Gary

Col_Pladoh

Tuesday, 20th February, 2007, 04:28 PM

Quote:

*Originally Posted by **khyron1144****Another question for you Gary (Again, I hope it isn't something that has been asked before):**In the early version of the Dungeoncraft column in Dragon magazine (might have been around when they got you to start writing the Up on A Soap Box series again or a year or month or two before), the writer of this column suggested that DMs design a setting that can be adventured in rather than a storyline or adventure that might have some good scenery along the way.**What do you think of this approach to homebrew world design/ campaign creation?**A short answer is good if it looks too essay questionish.**Thanks much. The folks over on WotC's boards are debating the word Gygaxian again.*

Heh,

That is a very good question in my view, and one I will answer as fully as necessary to make my opinion abundantly clear. The fact is that I can do it in short order.

RPGs are games, not stories told by the GM. Stories might develop from play, but setting forth a complex storyline that the characters must needs follow in order to succeed, and suit the hubris of the frustrated novelist cum GM, is right out. RPG campaigns and novels are polar opposites. That should be self evident, Suffice to say that the participants should not be playing scripted characters following the course set forth by the GM's "storyline."

A bit of backstory to ground the players in the setting and give them an idea of what is currently happening is sufficient direction. From there on it must be up to them.

Cheers,
Gary

robertsconley

Tuesday, 20th February, 2007, 04:38 PM

Quote:

*Originally Posted by **khyron1144****Thanks much. The folks over on WotC's boards are debating the word Gygaxian again.*

Reading that reminded me of how much time has passed since I started this hobby of mine. Also I think is the source of problem over defining what Gygaxian is. From what I remember there were a variety of playing styles then as there were now.

I know one style from hardcore wargamers (PanzerBlitz, 1776, Avalon Hill, SPI, and all that) was that we played all out against each other. The game was fun I knew was playing against opponents that were doing their level best to push me off cemetery ridge, or force their way through my forces at Milita Pass.

This definitely carried over to role-playing games where DM setup killer dungeons. The best DMs followed a unwritten code that with smarts and wits things can be figured out. Although there were times when faced with four levers you just had to roll a d4 and hope for the best.

I am not particularly good at creating puzzles nor enjoy doing so. My own DM style turned toward creating vast vistas for players to explore and make their mark upon. At first I used Greyhawk and then switched to Wilderlands of High Fantasy by Judges Guild (saved me a ton of time in prep work). My wargame roots showed in the end game. My end of campaign plot nearly always involved the players building a castle/town/guild.

Rob Conley

Col_Pladoh

Tuesday, 20th February, 2007, 04:42 PM

Quote:

*Originally Posted by **Joe125***

Gary,

Basic D&D. I was running players through the caves of chaos and one of the PCs turned a Wight. The wight went away down the tunnel to a closed door and the PC cleric pursued. Then he wanted to attack the monster. Should the Wight at this point suddenly fight back, given that it has been approached after having been Turned?

-David.

The wight is fleeing to escape the cleric. If it is still fleeing thus and can pass through the door, it will do so. If it can not, then it will turn and attack the cleric.

Cheers,
Gary

Col_Pladoh

Tuesday, 20th February, 2007, 04:53 PM

Quote:

*Originally Posted by **robertsconley***

Reading that reminded me of how much time has passed since I started this hobby of mine. Also I think is the source of problem over defining what Gygaxian is. From what I remember there were a variety of playing styles then as there were now.

I know one style from hardcore wargamers (PanzerBlitz, 1776, Avalon Hill, SPI, and all that) was that we played all out against each other. The game was fun I knew was playing against opponents that were doing their level best to push me off cemetery ridge, or force their way through my forces at Milita Pass.

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Rob Conley

:lol:

The whiners claiming my dungeons are "killer" are likely not very clever in their play. Perhaps they prefer play-acting to thinking and assuming an heroic persona bent on action and adventure.

That all of the dungeons I designed were play-tested, and the play-test groups had a high survival rate gives the lie to assertions to the contrary. The only dungeon I designed to be nearly impossible to defeat was the *Tomb of Horrors*. Failure to survive the others stems from bad luck, or more probably, bad dungeoneering skills.

Those that complain about real challenges might be better off playing *Candyland* with their little sister :p

Cheers,
Gary

robertsconley

Tuesday, 20th February, 2007, 05:11 PM

My reference to killer Dungeons was meant in the idea that Dungeon will kill you if you made a mistake. Whether it was unfair, illogical, or unreasonable was a separate issue. I played in plenty of homebrew killer dungeons that were fair (and deadly).

Referring back to four levers and roll a d4, I guess what separated the 'good' killer dungeon from the 'bad' version is whether the DM ran them consistently. Or another way of putting it whether DM stuck with what he written and prepared or did he change things on the fly to 'get' me.

It hard to define and I guess it will always be one of things that you just know when you experience it whether it was fair or not.

Quote:

Originally Posted by **Col_Pladoh**

:lol:

Those that complain about real challenges might be better off playing Candyland with their little sister :p

Cheers,
Gary

Certainly I grown in maturity over the years (I hope) but to tell the truth but gut instinct is summed up with the above statement ;-). My own wrinkle is that along with the table top I did a lot of live-action roleplaying (NERO).

"When I started, we ran from the goblins, slept in the woods and we LIKED it. And now you are worried about McDonalds and a warm bed. Get you candy butt off the site!. :p

Jdvn1

Tuesday, 20th February, 2007, 06:26 PM

Quote:

Originally Posted by **Col_Pladoh**

Of the more recent versions of the game I have played only 3E. It is rules intensive, removes the "Master" from Dungeon Master, has no archetypes left, encourages the players to compete for dominance, devalued magic items, and substitutes statutes in the rules for innovation.

That's the way I see it.

Cheers,
Gary

I suppose since my experience with OD&D is effectively nonexistent, I'll have to wait for the essay. My games typically don't have competition between players, nor do I feel I'm not the "Master" of my game. :)

Col_Pladoh

Tuesday, 20th February, 2007, 07:25 PM

Quote:

Originally Posted by **Jdvn1**

I suppose since my experience with OD&D is effectively nonexistent, I'll have to wait for the essay. My games typically don't have competition between players, nor do I feel I'm not the "Master" of my game. :)

As I have no particular interest in convoncing any gamer about the superiority of any former version of the D&D game, do not hold your breath awaiting more on that subject.

As for what you have experienced, there are always exceptions. That's what makes for a varied marketplace.

Cheers,
Gary

haakon1

Tuesday, 20th February, 2007, 09:03 PM

Quote:

Originally Posted by **Jdvn1**

My games typically don't have competition between players

Nor do mine. One of the things I like best about D&D is the comraderie of brothers in arms overcoming tough obstacles through cooperative and inventive derring-do -- or fighting to their last breath, backs to each other, swords to the on-rushing hordes! :]

It's doesn't matter which edition, and I assume it would work for any similar fantasy RPG.

Gary's original idea is the best team game ever, whether you use Australian-rules, Canadian-rules, rugby-rules, or whatever variant you choose. :)

Col_Pladoh

Tuesday, 20th February, 2007, 09:40 PM

Quote:

Originally Posted by **haakon1**

Nor do mine. One of the things I like best about D&D is the comraderie of brothers in arms overcoming tough obstacles through cooperative and inventive derring-do -- or fighting to their last breath, backs to each other, swords to the on-rushing hordes! :]

It's doesn't matter which edition, and I assume it would work for any similar fantasy RPG.

Gary's original idea is the best team game ever, whether you use Australian-rules, Canadian-rules, rugby-rules, or whatever variant you choose. :)

Hmmm...

What are Epic Level PCs all about?

Cheers,
Gary

Storm Raven

Tuesday, 20th February, 2007, 09:44 PM

Quote:

*Originally Posted by **haakon1***

Nor do mine.

Mine don't either. In fact, my games exhibit none of the characteristics the Col seems to attribute to 3e, at least not any more so than any other edition of D&D has. I find, for example, that I need to tone down magic items when converting from 1e modules and published adventures from *Dragon* to 3e, so that they reflect a treasure distribution in line with the 3e "feel"; and I don't see how providing *less* magic is cheapening magic.

In my experience, it is the players and the DM who dictate things like whether there is player competition for dominance (and in counterpoint to the idea that this developed via 3e, I point to the Col's relatively recent article in *Dragon* concerning the jeweled man, and how players couldn't catch him because they refused to share information and work together, if that isn't competition for dominance, I'm not sure what is), rule-lawyering, weak DMs and so on, and not the edition. If a player is a rules-lawyering jerk, he will be so regardless of edition. If a DM is too weak to keep control of his own campaign, he will be so regardless of edition. It is a personality thing, not a edition thing.

Storm Raven

Tuesday, 20th February, 2007, 09:46 PM

Quote:

*Originally Posted by **Col_Pladoh***

Hmmm...

What are Epic Level PCs all about?

Not being played, mostly.

Seriously, how many D&D players in the current edition play (or have played) campaigns in which epic level PCs were present? I'd wager that the percentage is very small, probably something like 5% or less.

Jdvn1

Tuesday, 20th February, 2007, 09:52 PM

Quote:

*Originally Posted by **Col_Pladoh***

As I have no particular interest in convincing any gamer about the superiority of any former version of the D&D game, do not hold your breath awaiting more on that subject.

I don't see it as convincing anyone of anything, just as an explanation of what contributed to the 'feel' of older editions.

Though, if you have no interest in such an exposition, I'll have to continue looking for sources for such information. Thanks, though!

Col_Pladoh

Tuesday, 20th February, 2007, 09:55 PM

Quote:

*Originally Posted by **Storm Raven***

Not being played, mostly.

Seriously, how many D&D players in the current edition play (or have played) campaigns in which epic level PCs were present? I'd wager that the percentage is very small, probably something like 5% or less.

Only WotC can estimate the actual number based on sales of the work, Imperical evidence is useless, as not 5% of the new D&D game audience posts here or on any other website ;)

My statements are based on the the rule books published, the contents of same, and what I have heard imperically :lol:

Cheers,
Gary

Col_Pladoh

Tuesday, 20th February, 2007, 09:57 PM

Quote:

*Originally Posted by **Jdvn1***

I don't see it as convincing anyone of anything, just as an explanation of what contributed to the 'feel' of older editions.

Though, if you have no interest in such a exposition, I'll have to continue looking for sources for such information. Thanks, though!

The proof of the pudding is in the eating. In this case playing the original versions of the game, eh?

Cheers,
Gary

Jdvn1

Tuesday, 20th February, 2007, 09:59 PM

Quote:

*Originally Posted by **Storm Raven***

In my experience, it is the players and the DM who dictate things...

And that was my original understanding as well. Thus, my question was a bit abstract, I suppose, in trying to figure out what dictates qualities which are representative of OD&D. Though, I suppose I could gleam that I should avoid qualities like:

Quote:

*Originally Posted by **Col_Pladoh***

... rules intensive, removes the "Master" from Dungeon Master, has no archetypes left, encourages the players to compete for dominance, devalued magic items, and substitutes statutes in the rules for innovation.

Col_Pladoh

Tuesday, 20th February, 2007, 10:02 PM

It is a truism that ignorance is sometimes bliss...

More generally true, though, is the old saw, there is no arguing with taste.

Cheers,
Gary

Jdvn1

Tuesday, 20th February, 2007, 10:02 PM

Quote:

*Originally Posted by **Col_Pladoh***

The proof of the pudding is in the eating. In this case playing the original versions of the game, eh?

*Cheers,
Gary*

Well, I've recently bought some of the early modules (B2, B3, S2, and X1, unless I've gotten my codes mixed up), with the *hope* that running them and merely converting the rules would convey at least a similar feel to OD&D. Kind of an OD&D compromise is what I'm going for. I just want to make sure that the proper feel is being upheld.

Jdvn1

Tuesday, 20th February, 2007, 10:07 PM

Quote:

*Originally Posted by **Col_Pladoh***

Hmmm...

What are Epic Level PCs all about?

*Cheers,
Gary*

In my experience (though, apparently, it's not typical), it's about the same sorts of things. But instead of fighting on-rushing hordes, you're fighting epic-sized on-rushing hordes of epicness. :)

There are just more obstacles, tougher obstacles, more tools to overcome them, and more possibilities for creativity.

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Heathansson

Wednesday, 21st February, 2007, 12:24 AM

Hello, Colonel!
Hope you're feeling better!!!

Just a question that stretches back down the eons to 1e.: why do druids use scimitars?
It just seems curious with the Celtic connection.

John Drake

Wednesday, 21st February, 2007, 01:26 AM

Quote:

Originally Posted by **Jdvn1**

In my experience (though, apparently, it's not typical), it's about the same sorts of things. But instead of fighting on-rushing hordes, you're fighting epic-sized on-rushing hordes of epicness. ;)

There are just more obstacles, tougher obstacles, more tools to overcome them, and more possibilities for creativity.

I guess, but I don't really see how making things tougher or have more hit dice or damage creates further avenues for creativity. I find PC's at lower levels, limited resources etc to be ample resource for RPG's. Imho, epic for me is the Mentzer Immortal route: exciting, cerebral, and extremely thought provoking, from my experience

BOZ

Wednesday, 21st February, 2007, 02:47 AM

Quote:

Originally Posted by **Col_Pladoh**

Hmmm...

What are Epic Level PCs all about?

*Cheers,
Gary*

in 3rd edition parlance, they are essentially any PC over 20th level (or does it start at 20th, i forget?)

if a DM handles them properly, they can be every bit as fun as lower-level PCs. by that time, a PC has acquired quite a bit of power, magic, and other resources, which allows them to overcome common obstacles more easily and do all sorts of things that lower-level PCs simply can't do, or at least do well. of course, any DM worth his salt will throw in traps, challenges, and especially monsters and NPCs of a suitable challenge level - epic level PCs are just as mortal as any other PC, as i have found out through experience. :) of course, being that high in level, getting a resurrection spell is a lot less of a challenge than it otherwise might be...

of course, as i said, a DM must handle the situation properly, or otherwise things just get too ridiculous. that sort of high-level play can be fun for a short time, but it's not the sort of thing i'd want to focus on for a long time.

Storm Raven

Wednesday, 21st February, 2007, 03:36 AM

Quote:

Originally Posted by **Col_Pladoh**

Only WotC can estimate the actual number based on sales of the work, Imperial evidence is useless, as not 5% of the new D&D game audience posts here or on any other website ;)

Well, I doubt if even sales of the Epic Level Handbook are any real indicator of how many campaigns involve epic level characters. The ELH isn't even actually technically necessary to play a campaign involving epic characters - just enough is given in sources like the FRCS to run such games without that book. On the other hand, actual games involving such high level characters seem absurdly rare. Not just on ENWorld, but other gaming websites seem to have a dearth of games involving them. On a more personal level, I know of zero people who even own the ELH, let alone who have run or played in games at that power level.

It is impossible to determine for certain, but the evidence from places like ENWorld and my own experience lead me to believe that actual epic level games are vanishingly rare. Sure, there are certainly *some* people playing such campaigns, but from *Dragon* letters to the editor and forum submissions in the early 80s, people were playing god-killing characters who had claimed Mjolnir, Stormbringer and the Aegis back then too.

Quote:

That's a dangerous set of assumptions. If one had looked at 1e in 1984 or thereabouts *as written*, one would have thought it to be an almost unplayable mass of confusing and difficult rules. Sure, few people *played* the game that way (discarding things like the unarmed combat rules and a host of other overly complicated elements), but *as written*, they were there making the game look intensely un-user-friendly, overcomplicated, and a haven for rules-lawyers (*Knights of the Dinner Table* isn't lampooning older editions of D&D by having them be plagued by a rules-lawyer like Brian by accident).

If, at the same time, one had based their opinion on what they "heard empirically" about the game (leaving aside the ill-founded and silly "satanic" attacks made by the totally misinformed), one might have thought the game to be populated by power-gaming characters who summoned fleets of Star Destroyers and legions of AT-ATs to overrun Greyhawk and thought nothing of using a *push* spell to kill Thor and seize Mjolnir. One might have thought 75 foot tall mutant orcs were a regular element in the game. Looking through the published modules available at the time, one might have thought that magic items were as common as acorns and pine cones.

Jdvn1

Wednesday, 21st February, 2007, 05:50 AM

Quote:

*Originally Posted by **John Drake***

I guess, but I don't really see how making things tougher or have more hit dice or damage creates furhter avenues for creativity.

Well, it's the type of encounters you come across. As a PC facing a horde, you might have to stand your ground among a bunch of other people. As an epic PC facing a horde, you might have to stand your ground while at the same time protecting the lives of citizens as they run away.

So you have to use your resources to not only kill baddies but to also control the battlefield, try to influence where they move (stop them from going to certain places or certain directions), or use resources to directly stop enemy casters' spells.

Quote:

*Originally Posted by **John Drake***

I find PC's at lower levels, limited resources etc to be ample resource for RPG's. Imho, epic for me is the Mentzer Immortal route: exciting, cerebral, and extremely thought provoking, from my experience

I also like that route (actually, even in non-epic games), but you don't have to toss combat out of the window either.

haakon1

Wednesday, 21st February, 2007, 09:43 AM

Quote:

*Originally Posted by **Col_Pladoh***

Hmmm...

What are Epic Level PCs all about?

Well, I had one character that surviving all the way through G123D123Q1. He was 21st level (human cleric of Heimdall) when he got home.

And what did he do then? Retire and become an NPC.

I still haul him out once in a while as an NPC. He's currently living in Thornward Castle, helping in the war effort. You see, my Bissel was invaded by Ket, which is secretly allied with luz, who's funding their Uli and Perrenlander mercenaries and funneling in goblinoid and giant mercenaries too. On the other side are the Border Companies, Bisselite feudal knights & rabble militia, the Knights of the Watch, and the Brotherhood of the Sword (the people who run Gran March, in my installation of Greyhawk).

To the PC's, he's just some foreign dude (native language: Cold Tongue) in chainmail who hangs around in a big hospital ward with a fancy multi-colored lamp, healing the war wounded. I'm sure NOBODY here can guess what lamp that is. ;) They're also suspicious because he has two lizardmen acolytes working for him (he always wanted to convert some lizardmen, and in his years of retirement, I figured he somehow found a very few who were ready for Heimdall's call). :lol:

haakon1

Wednesday, 21st February, 2007, 09:51 AM

Quote:

*Originally Posted by **Jdvn1***

Well, I've recently bought some of the early modules (B2, B3, S2, and X1, unless I've gotten my codes mixed up), with the hope that running them and merely converting the rules would convey at least a similar feel to OD&D. Kind of an OD&D compromise is what I'm going for. I just want to make sure that the proper feel is being upheld.

BTW, I think people mean the 1974 game (from booklets) by OD&D. B2 and B3 are for Basic D&D, from the later 1970s, and S2 and X1 are AD&D (starting in I believe 1978 or so). Basic D&D modules could be used with AD&D without changes (at least I did that with B2).

OD&D didn't really have adventure modules, though the Temple of the Frog in the Blackmoor supplement was a short version of one. Pretty cool too, with a Dr. Who meets D&D feel, IMHO.

haakon1

Wednesday, 21st February, 2007, 09:59 AM

Quote:

Originally Posted by **Storm Raven**

(Knights of the Dinner Table isn't lampooning older editions of D&D by having them be plagued by a rules-lawyer like Brian by accident).

I don't think they are edition or even game specific. They've had Western and I believe space adventures, a vampire campaign, and even did some LARP.

That said, Colonel, does Hackmaster amuse you, or not?

I enjoyed reading through "Little Keep on the Borderlands", and I love their illustrations, but I'd never actually run it.

Jdvn1

Wednesday, 21st February, 2007, 01:32 PM

Quote:

Originally Posted by **haakon1**

BTW, I think people mean the 1974 game (from booklets) by OD&D. B2 and B3 are for Basic D&D, from the later 1970s, and S2 and X1 are AD&D (starting in I believe 1978 or so). Basic D&D modules could be used with AD&D without changes (at least I did that with B2).

OD&D didn't really have adventure modules, though the Temple of the Frog in the Blackmoor supplement was a short version of one. Pretty cool too, with a Dr. Who meets D&D feel, IMHO.

Is it obvious I'm still learning about earlier versions of the game? I started with 3e!

Thanks! :D

Storm Raven

Wednesday, 21st February, 2007, 02:02 PM

Quote:

Originally Posted by **haakon1**

I don't think they are edition or even game specific. They've had Western and I believe space adventures, a vampire campaign, and even did some LARP.

Sure, they've branched out. But at its core, the comic focuses on Hackmaster - and from reading the strips, that game appears primarily to be a satirized version of older editions of AD&D. It isn't exact, of course, and many things have been exaggerated for humor value, but it is still recognizably 1e AD&D/OD&D to large extent.

Also, it seems to me that the owner of Hard 8 games isn't named "Gary Jackson" by accident.

Ardenian

Wednesday, 21st February, 2007, 03:50 PM

great to see you interacting with the current gamer community Gary... i'm a n00b here so if this is the norm - it's great. If it's not the norm - it should be.

[a]

Col_Pladoh

Wednesday, 21st February, 2007, 04:31 PM

Quote:

Originally Posted by **Jdvn1**

Well, I've recently bought some of the early modules (B2, B3, S2, and X1, unless I've gotten my codes mixed up), with the hope that running them and merely converting the rules would convey at least a similar feel to OD&D. Kind of an OD&D compromise is what I'm going for. I just want to make sure that the proper feel is being upheld.

To get the feeling of the original game I suggest that if possible you play them unconverted. Changing rules pretty well assures that the original spirit will be lost.

Cheers,
Gary

Col_Pladoh

Wednesday, 21st February, 2007, 04:32 PM

Quote:

Originally Posted by **Jdvn1**

In my experience (though, apparently, it's not typical), it's about the same sorts of things. But instead of fighting on-rushing hordes, you're fighting epic-sized on-rushing hordes of epicness. ;)

There are just more obstacles, tougher obstacles, more tools to overcome them, and more possibilities for creativity.

Who am I to argue with that?

Cheers,
Gary

Col_Pladoh

Wednesday, 21st February, 2007, 04:34 PM

Quote:

*Originally Posted by **Heathansson***

*Hello, Colonel!
Hope you're feeling better!!!*

*Just a question that stretches back down the eons to 1e.: why do druids use scimitars?
It just seems curious with the Celtic connection.*

Heh,

It is because the scimitar is as close a sword weapon I could come up with to match the druids' mistletoe-harvesting sickle.

Cheers,
Gary

Col_Pladoh

Wednesday, 21st February, 2007, 04:41 PM

Quote:

*Originally Posted by **BOZ***

...

...of course, as i said, a DM must handle the situation properly, or otherwise things just get too ridiculous. that sort of high-level play can be fun for a short time, but it's not the sort of thing i'd want to focus on for a long time.

Sure,

Francois' OAD&D campaign had PCs of 20th level and up. I played a lackey of merely 15th level and always had to bow and scrape to my "betters." It was interesting to me to see how he managed things, but I found the milieu more political and intrigue-ridden that I enjoyed playing for extended periods.

As a matter of fact, I have so many PCs because I found it most enjoyable to play low- and mid-level characters most adventures.

Cheers,
Gary

Col_Pladoh

Wednesday, 21st February, 2007, 04:46 PM

Hi Storm Raven,

No quibble with what you state, but I do believe the number of persons tha played OAD&D was greated than the number playing the new game despite "unfriendly" rules. Perhaps that was because those rules were explicit in allotting to the Dm the role of ultimate arbiter with free reign to excise and alter whatever was desired.

Cheers,
Gary

Col_Pladoh

Wednesday, 21st February, 2007, 04:50 PM

Quote:

*Originally Posted by **haakon1***

Well, I had one character that surviving all the way through G123D123Q1. He was 21st level (human cleric of Heimdall) when he got home.

And what did he do then? Retire and become an NPC.

I still haul him out once in a while as an NPC. ...

Quite so!

Just as I did with Mordenkainen, Bigby, and other PCs when they rose too high in power to interact with the "mundain" adventures.

Cheers,
Gary

Col_Pladoh

Wednesday, 21st February, 2007, 04:56 PM

Quote:

Originally Posted by **haakon1**

I don't think they are edition or even game specific. They've had Western and I believe space adventures, a vampire campaign, and even did some LARP.

That said, Colonel, does Hackmaster amuse you, or not?

...

.

The suggestion that the KotDT reflects on OAD&D being a game for rules lawyers is too ridiculous to respond to, especially when one looks at the new D&D rules and how they are played.

I do not play HM, it is far too rules heavy for my taste, but I was rolling on the floor laughing when I read Jolly Blackburn's work. He surely did manage to lannoon me quite accurately most of the time, which is astonishing to me, for as much as I like Jolly, he and I are not associates. I must chalk it up to his astute perception.

Cheers,
Gary

Col_Pladoh

Wednesday, 21st February, 2007, 05:01 PM

Quote:

Originally Posted by **Ardenian**

great to see you interacting with the current gamer community Gary... i'm a n00b here so if this is the norm - it's great. If it's not the norm - it should be.

[a]

Howdy,

Thanks, and it is indeed usual for me to interact with my fellow gamers on this website and others, for I enjoy the exchange...as long as it remains on the relatively polite level. It is a bore to have someone assert that this or that RPG is superior to all others. Such matters are personal taste. I enjoy some games, do not find others at all appealing. That means nothing except to me and those with whom I game.

:lol:
Gary

Heathansson

Wednesday, 21st February, 2007, 05:01 PM

Quote:

Originally Posted by **Col_Pladoh**

Heh,

It is because the scimitar is as close a sword weapon I could come up with to match the druids' mistletoe-harvesting sickle.

Cheers,
Gary

Thanks! That's kinda what I thought.

Storm Raven

Wednesday, 21st February, 2007, 05:36 PM

Quote:

Originally Posted by Col_Pladoh

No quibble with what you state, but I do believe the number of persons tha played OAD&D was greated than the number playing the new game despite "unfriendly" rules. Perhaps that was because those rules were explicit in allotting to the Dm the role of ultimate arbiter with free reign to excise and alter whatever was desired.

I don't think we have any way to determine accurately which edition has more people regularly playing it. Leaving aside the question of how to determine who is a player, and who is just a collector, and who is "regularly" as opposed to "sporadically" playing, we simply have no verifiable sales data for the books that would allow for a good comparison. I think the number of subscribers to *Dragon* might be a good indicator, and I remember seeing some figures on that, but I don't remember where, or what the trend was (other than remembering a dip in the mid-90s and some recovery in the 2000s).

But I think your argument that the DM is disempowered in 3e is just off-base. At several points in the 3e core books the text makes clear that the DM is the ultimate arbiter of the rules of his campaign. The statement that you have "heard" about people playing differently and challenging the DMs authority at every turn is no more persuasive that this is a huge problem than old letters to *Dragon* by players stating that their DM won't allow them to play a 5/5/8 level half-elven fighter/magic-user/cleric with *Stormbringer* and the *Ring of Kings* because that character is "not powerful enough to survive" were that such an issue was a big deal to most of those using the system.

Col_Pladoh

Wednesday, 21st February, 2007, 05:40 PM

Quote:

Originally Posted by Heathansson

Thanks! That's kinda what I thought.

The primary appeal of the Druid class from a creative standpoint is that the Romans were so thorough in destroying them and their religion that we know virtually nothing about either :eek:

Cheers,
Gary

Storm Raven

Wednesday, 21st February, 2007, 05:51 PM

Quote:

Originally Posted by Col_Pladoh

The primary appeal of the Druid class from a creative standpoint is that the Romans were so thorough in destroying them and their religion that we know virtually nothing about either :eek:

Maybe it is just me, but when I first started playing D&D, the only "druid" I was familiar with was Getafix. I tried to find that super-strength potion on the druid list of abilities, but was disappointed it wasn't there.

Col_Pladoh

Wednesday, 21st February, 2007, 05:52 PM

Quote:

Originally Posted by Storm Raven

I don't think we have any way to determine accurately which edition has more people regularly playing it. Leaving aside the question of how to determine who is a player, and who is just a collector, and who is "regularly" as opposed to "sporadically" playing, we simply have no verifiable sales data for the books that would allow for a good comparison...

But I think your argument that the DM is disempowered in 3e is just off-base...

"We" do have some pretty good information regarding sales of OAD&D compared to 3E, although WotC is not trumpeting it, and the former were considerably higher than than the latter from what insiders and purveyors of RPGs ahve told me. As there is no likely difference between the two games in regards to who did and does do what with them, the remainder of your argument is invalid.

The plethoras of rules in new D&D speaks volumes as to your latter assertion, as does the manner in which players approach 3E, memorizing and quoting rules to the DM.

If you enjoy the new game fine. There is no point in discussing this further. My opinions stand as do yours.

Cheers,
Gary

Col_Pladoh

Wednesday, 21st February, 2007, 05:56 PM

Quote:

*Originally Posted by **Storm Raven***

Maybe it is just me, but when I first started playing D&D, the only "druid" I was familiar with was Getafix. I tried to find that super-strength potion on the druid list of abilities, but was disappointed it wasn't there.

:lol: :uhoh: :lol:

Cheers,
Gary

nyrfherdr

Wednesday, 21st February, 2007, 06:17 PM

Hey Gary,
Nice to see you back in action. We were all concerned for your health.
Take care of yourself and your family.

I don't have any questions, it's just nice to see you active on the boards again.

Game ON!
nyrfherdr

Storm Raven

Wednesday, 21st February, 2007, 06:29 PM

Quote:

*Originally Posted by **Col_Pladoh***

"We" do have some pretty good information regarding sales of OAD&D compared to 3E, although WotC is not trumpeting it, and the former were considerably higher than the latter from what insiders and purveyors of RPGs have told me. As there is no likely difference between the two games in regards to who did and does do what with them, the remainder of your argument is invalid.

The information is not publicly available, nor is it verified. Until that happens, all claims (unfortunately, including those of insiders and purveyors of RPGs) are entirely unreliable - especially since the distribution chain has changed significantly between 1975 and 2007.

Quote:

The plethora of rules in new D&D speaks volumes as to your latter assertion, as does the manner in which players approach 3E, memorizing and quoting rules to the DM.

Are you really claiming that players didn't memorize and quote rules to the DM in the "old days"? Maybe not at your personal table, but in my experience, it happened *all the time*. The rules-lawyer is a consequence of personality, not system. Are you saying that there were not reams of rules in the "old days"? I'd argue that the volume of rules per page is *less* in most of the new products than it was in many earlier edition products, or at the very least they are simpler to use as they aren't a collection of several dozen unique subsystems each with its own set of rules for use.

Here's what I think the real source of your position is: when playing Chainmail/OD&D/AD&D, you were intimately familiar with the system you played with. Your version of the game was *not* the one that was published - you had a collection of house rules, personal to you and your players, that you were familiar with and used (I believe you have stated publicly that you didn't play AD&D as written in the published rules). The game seemed, as a result, easy, intuitive, and no one argued about much, because you had already decided how to fill in the gaps and make judgment calls.

When you looked at the 3e rules, they were different. Trying to assess the play style, you assumed all the rules would be used, and people would insist on it. You've heard here and there about people having problems with players quoting rules to the DM and rules-lawyering up a storm. Because you did not grow the system from its roots, and weren't along for the ride over the course of its development, it *seems* a lot more complicated. Based on almost no evidence at all, you seem to think that DMs have limited authority now, despite the many times this is contradicted in the 3e books.

However, my experience with older editions of D&D is very different from what I have hypothesized yours was. I came to the system when it was a finished rules set - published for public consumption. The groups I played in tried to use all the rules, because they were printed in the books, we supposed, we were clearly meant to use them. The early attempts to play D&D were a mess, and until we started playing using a raft of house rules to cover up the problem areas, arguments and "DM challenges" abounded (none of which was helped by your now-infamous and probably misunderstood "if you aren't playing by the rules as written, you aren't playing D&D" missive). Much of D&D felt arbitrary and counterintuitive, because we had not seen the system evolve as you had. In many ways, we played D&D *despite* the rules, not because of them.

The current system is not really that different in this regard. Playing using *all* of the rules is still difficult - although not as much so. But the game states clearly, both in the PHB and the DMG that it is up to the DM to decide how the game will be played, what rules will and won't be used, and what options, choices, and alternatives are available in the campaign.

To you, older D&D feels "organic", and the new edition feels "rulesy". Neither is the case. They are pretty much equally "rulesy", I suspect that it is just your familiarity with one and lack of familiarity with the other than gives you this impression.

robertsconley

Wednesday, 21st February, 2007, 06:45 PM

Did Bob Bledsaw and Judges Guild have any influence on development of 1st Edition AD&D?

Just curious

Thanks
Rob Conley

Ardenian

Wednesday, 21st February, 2007, 07:14 PM

SR,

i would offer that there are more rules now - and each Splat book released offer more rules to interlock with existing rules - even if the core rule books have no mention of them... like in all RPG's there are rules that the "house" will modify, expound upon and eliminate - it's like that in every game setting - although in the 3.x rule set - you have a vast increase in rules in comparison to the 1.0 rule set. Not worse, not better (IMO) just more, and different. I had a great time playing the 1.0 rule set - and created my own game system that incorporated the specific 1.0 rules from AD&D, gear and ideas from Star Frontiers, Mech Warrior and Rifts (just to name a few).. i'm currently playing the 3.5 rule set and having a good time - although there seems to be an increase in comments like "Gimme a sec i need to look something up..." than there was 20 years ago.

Col_Pladoh

Wednesday, 21st February, 2007, 08:08 PM

Quote:

*Originally Posted by **nyrfherdr***

*Hey Gary,
Nice to see you back in action. We were all concerned for your health.
Take care of yourself and your family.*

I don't have any questions, it's just nice to see you active on the boards again.

*Game ON!
nyrfherdr*

Thanks :)

Cheers,
Gary

Col_Pladoh

Wednesday, 21st February, 2007, 08:18 PM

Storm Raven,

As it happens I was not only a director and officer of TSR back through 1985, but I also received royalty reports for AD&D sales, so there is no problem in me verifying them. Also, I have no reason to doubt what I have been told regarding sales of 3E--and 3.5E for that matter. Indeed distribution has changed since I was CEO of TSR. It is far worse today, and RPG sales are way down. There is great concern amongst many game publishers in this regard. That said, I do not believe any further discussion of this matter will be fruitful, so I am dropping the topic.

As for familiarity, I had the distinct chore of spending many sessions playing a 3E based module. The time wasted in looking up rules, typically by players, and then arguing with the two DMs about how to apply them, demanding they be applied, was tedious indeed. This happens in many groups I am informed. I never saw nor heard of an OAD&D DM that would tolerate such behavior.

Now let us drop this subject and move on to something interesting.

Cheers,
Gary

Col_Pladoh

Wednesday, 21st February, 2007, 08:19 PM

Quote:

*Originally Posted by **robertsconley***

Did Bob Bledsaw and Judges Guild have any influence on development of 1st Edition AD&D?

Just curious

*Thanks
Rob Conley*

:eek:

Surely you jest!

:lol:
Gary

Col_Pladoh

Wednesday, 21st February, 2007, 08:23 PM

Quote:

Originally Posted by **Ardenian**

SR,

... - *although there seems to be a increase in comments like "Gimme a sec i need to look something up..." than there was 20 years ago.*

LOL!

I am guilty of that when mastering my own, rules-light *Legendary Adventure* game. In my case it is mainly to keep from looking bad in front of my player group, When the action is fast and furious, or the role-playing innovative, I forget the books and wing it.

Cheers,
Gary

Storm Raven

Wednesday, 21st February, 2007, 09:00 PM

Quote:

Originally Posted by **Ardenian**

SR,

i would offer that there are more rules now - and each Splat book released offer more rules to interlock with existing rules

Most splat books have very little in the way of "rules". They mostly have prestige classes, new base classes, new spells, and new feats. Sometimes they have new races and new equipment. A very limited amount of the splat books is really what I would consider "new rules" (like the skill tricks in *Scoundrel*, for example). Of course, the 1e supplemental books were similar - *Unearthed Arcana* was basically a bunch of spells, equipment, and classes, with a few new rules here and there.

And, more to the point, all of the splat books are explicitly *optional*. If you don't want to bother with them, you don't have to. That is entirely within the DMs purview (something the Col has said is lacking now, but the actual books contradict).

Quote:

- even if the core rule books have no mention of them... like in all RPG's there are rules that the "house" will modify, expound upon and eliminate - it's like that in every game setting - although in the 3.x rule set - you have a vast increase in rules in comparison to the 1.0 rule set.

Not even close. I think you are looking backwards with rose colored glasses here, and remembering what 1e looked like when you edited out the patchwork quilt of hundreds of rules that were little used in practice. Try looking at 1e with fresh eyes and really *look* at the rules. Look at how dense the rule set really is. It is not simple, and almost no one played them as written, taking shortcuts and leaving out huge chunks of rules to allow for playability.

Quote:

i'm currently playing the 3.5 rule set and having a good time - although there seems to be a increase in comments like "Gimme a sec i need to look something up..." than there was 20 years ago.

I find that the rules now need far less lookup than the 1e rules did, primarily because the new rules are so regularized. Sure, there is a learning curve, and the first month or two with 3e we were really slow and had to consult the rules, but then again, we had to spend a lot of time climbing the learning curve when we started with 1e too - more time in my recollection.

Storm Raven

Wednesday, 21st February, 2007, 09:11 PM

Quote:

Originally Posted by **Col_Pladoh**

As it happens I was not only a director and officer of TSR back through 1985, but I also received royalty reports for AD&D sales, so there is no problem in me verifying them.

I have no doubt but that your figures are correct. That's not my concern in this.

Quote:

Also, I have no reason to doubt what i have been told regarding sales of 3E--and 3.5E for that matter. Indeed distribution has changed since I was CEO of TSR. It is far worse today, and RPG sales are way down. There is great concern amongst many game publishers in this regard. That said, I do not believe any further discussion of this matter will be fruitful, so I am dropping the topic.

This I think is in question. Many figures have been bandied about at various times, many times citing "industry insiders" and "knowledgeable sources", and almost all of them are mutually contradictory. I don't think that there is really any chance of getting a good handle on the "RPG market" overall, and we really don't know anything about the distribution of 3.5e. of course, there is also the additional problem of whether you include third party publishers in your "current edition" count - since several of them are counted (in various measures) among the largest publishers in the industry.

I also think that it isn't really a valid comparison to simply mark off sales for one edition against another. I think it is ridiculously simplistic (and not worthy of you) to assert that the difference is the result of differing amounts of "DM power", especially since the 3e rules make clear that the DM has just as much authority as the 1e rules ever endowed him with. The current RPG market has to compete with options that the market in 1975 simply did not. CRPGs had not even been invented - not until the mid-1980s did they become *any* kind of competition, and that was trivial - one

or two titles per year. Online RPG options weren't even on the horizon. The RPG market itself had almost no competition for D&D - *Tunnels and Trolls* and *Traveller* were pretty much it for a while; and although legions of imitators popped up quickly, most of them were shoddy efforts (*Dragonquest*, for example). There were almost no VCRs, and certainly no DVDs clamoring for a gamer-geek's budget. And so on.

Quote:

As for familiarity, I had the distinct chore of spending many sessions playing a 3E based module. The time wasted in looking up rules, typically by players, and then arguing with the two DMs about how to apply them, demanding they be applied, was tedious indeed. This happens in many groups I am informed. I never saw nor heard of an OAD&D DM that would tolerate such behavior.

I have seen and heard of dozens of OAD&D DMs who not only put up with that behaviour, but expected it. And, to tell you the truth, I have seen almost no rules disputes in 3e, certainly far fewer than I had when playing 1e or (rarely) 2e. I'd say one adventure is a pretty weak foundation to base an argument on - after the first OAD&D adventure the group I started with still thought that "spells per level" for magic-users and clerics meant that was the number of spells they could cast *until they reached the next experience level*, and that fireballs were thirty inches across, and a host of other misconceptions and mistakes in the rules. Many misconceptions resulted in disagreements, and contentious arguments. As I said before, there is a learning curve for 3e. There was also a learning curve for 1e, but you, having developed the system as it grew, never saw it.

Shane_Leahy

Wednesday, 21st February, 2007, 09:25 PM

Quote:

*Originally Posted by **haakon1***

To the PC's, he's just some foreign dude (native language: Cold Tongue) in chainmail who hangs around in a big hospital ward with a fancy multi-colored lamp, healing the war wounded. I'm sure NOBODY here can guess what lamp that is. :)

Well I didn't see an S listed in the modules but I would guess you got it from a Lost Cavern somewhere...

robertsconley

Wednesday, 21st February, 2007, 09:45 PM

Quote:

*Originally Posted by **Col_Pladoh***

:eek:

Surely you jest!

:lol:

Gary

Ok you got me , it was a obvious question. :lol:

I just curious if you had any stories about it. I read accounts about those days from Bob, Bill Owen, etc and I was just curious in what details you could supply. :D

Thanks
Rob Conley

Ron

Wednesday, 21st February, 2007, 10:14 PM

Gary,

I was thinking of running a West meet East campaign, something akin to my Portuguese ancestors exploring the orient in the XV-XVI centuries. As such, I just ordered a replacement copy of Oriental Adventures. I know that you were more a supervisor than a designer to that project. Still, I wonder if I will get in trouble mixing characters from both books and if it would hurt much to take out the Oriental Adventures' Non Weapon Proficiencies system?

Best wishes,
Ron

Fifth Element

Wednesday, 21st February, 2007, 10:31 PM

Quote:

*Originally Posted by **Storm Raven***

I think you are looking backwards with rose colored glasses here, and remembering what 1e looked like when you edited out the patchwork quilt of hundreds of rules that were little used in practice. Try looking at 1e with fresh eyes and really look at the rules. Look at how dense the rule set really is. It is not simple, and almost no one played them as written, taking shortcuts and leaving out huge chunks of rules to allow for playability.

Just to throw my support behind Storm Raven, I agree 100% with this comment. I recently went through some old 1E books in detail, reading passages I had never read when I actually played the game, and realized how many of the rules we simply ignored when we played.

Take note: I am not arguing 3E is superior to earlier editions, I simply take issue with assertions that the reverse is true. Colour me unsurprised, however, that the creator of 1E considers it to be superior to 3E. If I had created the game, I'm sure I'd feel that way too, though the arguments to support this assertion provided by the Col are the same ones advanced (and discredited) in many other threads.

It is perfectly fair to prefer one edition over another, as long as you realize it is a matter of taste. Advancing arguments to "support" your personal tastes is folly. Witness the "GM power" argument, which is simply, demonstrably false.

Fifth Element

Wednesday, 21st February, 2007, 10:43 PM

Quote:

*Originally Posted by **Col_Pladoh***

Only WotC can estimate the actual number based on sales of the work, Imperical evidence is useless, as not 5% of the new D&D game audience posts here or on any other website

My statements are based on the the rule books published, the contents of same, ans what I have heard imperically

You keep using that word. I do not think it means what you think it means.

(You need to imagine a fake spanish accent to get the right feel.)

All times are GMT +1. The time now is 03:56 PM.

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Gary Gygax Q&A: Part XII

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John Drake

Wednesday, 21st February, 2007, 10:49 PM

Quote:

Originally Posted by **Jdvn1**

Well, it's the type of encounters you come across. As a PC facing a horde, you might have to stand your ground among a bunch of other people. As an epic PC facing a horde, you might have to stand your ground while at the same time protecting the lives of citizens as they run away.

So you have to use your resources to not only kill baddies but to also control the battlefield, try to influence where they move (stop them from going to certain places or certain directions), or use resources to directly stop enemy casters' spells.

Hmmm, very well put. Y'know, I guess in my experience, I've had very few good ones with "epic" level stuff, so I suppose that is why I have the POV I do. I do find it rare, however, that a DM has run a decent game on large levels. In one specific instance, I knew for a fact that the DM just wanted to be able to use big massive monsters, just to check out their crazy abilities! Now, that is all fine and good, but with no proper story (imho) to tie it together, even a half decent premise to warrant such encounters, made it boring imho. But yes, if the DM uses their brain, any level of adventure can be satisfying, as you eloquently state.

Col_Pladoh

Wednesday, 21st February, 2007, 10:56 PM

Quote:

Originally Posted by **robertsconley**

Ok you got me , it was a obvious question. :lol:

I just curious if you had any stories about it. I read accounts about those days from Bob, Bill Owen, etc and I was just curious in what details you could supply. :D

Thanks

Rob Conley

Actually there was little contact between TSR staff and the JG pep[e/They sent prosepective mss. to TSR, and someone at the company supposedly read them and gave an okay or asked for revisions. That operation was generally the purview of Brian Blume.

Cheers,
Gary

Col_Pladoh

Wednesday, 21st February, 2007, 11:03 PM

Quote:

Originally Posted by **Ron**

Gary,

I was thinking of running a West meet East campaign, something akin to my Portuguese ancestors exploring the orient in the XV-XVI centuries. As such, I just ordered a replacement copy of Oriental Adventures. I know that you were more a supervisor than a designer to that project. Still, I wonder if I will get in trouble mixing characters from both books and if it would hurt much to take out the Oriental Adventures' Non Weapon Proficiencies system?

Best wishes,

Ron

That sounds like a most interesting campaign.

Indeed I was up to my a** in alligators at the time OA was being written, for TSR was in deep financial trouble then. I assigned Froideval and Cook to the project, and Zeb dumped what I thought was superior material done by Francois in favor of his own work. As we had to get a product into print, OA came out as it did.

If you allow reasonable non-weapons proficiencies for both Occidental and Oriental PCs, I can foresee no problems being likely. You might want to take a look at the general skills I added to the C&C game system to have an inspirational basis in creating a new approach to such addition.

Cheers,
Gary

Col_Pladoh

Wednesday, 21st February, 2007, 11:06 PM

Quote:

Originally Posted by **Fifth Element**

You keep using that word. I do not think it means what you think it means.

(You need to imagine a fake spanish accent to get the right feel.)

:lol:

It is of no import to me whatsoever, but I appreciate your light-hearted suggestion.

Cheers,
Gary

Col_Pladoh

Wednesday, 21st February, 2007, 11:08 PM

To Those It May Concern:

What part of this statement is not understood"

"Now let us drop this subject and move on to something interesting."

:confused:
Gary

John Drake

Wednesday, 21st February, 2007, 11:24 PM

Hi Gary

Just curious, having just read your reply in regards to OA etc. Now, please forgive my ignorance upon this line of questioning upon which I intend to embark, but as has been mentioned previously:

Quote:

Originally Posted by **Col_Pladoh**

*Indeed I was up to my a** in alligators at the time OA was being written, for **TSR was in deep financial trouble then** . I assigned Froideval and Cook to the project, and Zeb dumped what I thought was superior material done by Francois in favor of his own work. As we had to get a product into print, OA came out as it did.*

Did this also apply to then to UA, (one of my favourites, iirc, it came out in close proximity to OA) in that it was put out quickly in order to generate much needed revenue? I'm only going by things I have read /said by others, so if I'm out of line, I apologise wholeheartedly. Again, sorry if this has been asked of you ad nauseum! :) Thanks and glad you're feeling better.

Philotomy Jurament

Wednesday, 21st February, 2007, 11:25 PM

Quote:

Originally Posted by **Col Pladoh**

You might want to take a look at the general skills I added to the C&C game system to have an inspirational basis in creating a new approach to such addition.

...which can be found [here](#). It's a skill bundle approach, similar to that in Lejendary Adventure. I'd prefer that over the NWP system from AD&D.

Quote:

Originally Posted by **Col Pladoh**

What part of this statement is not understood"

"Now let us drop this subject and move on to something interesting."

Dropping a debate is anathema to lawyers. :D :p

T. Foster

Wednesday, 21st February, 2007, 11:31 PM

Quote:

Originally Posted by **Col_Pladoh**

Actually there was little contact between TSR staff and the JG pep[e]They sent prosepective mss. to TSR, and someone at the company supposedly read them and gave an okay or asked for revisions. That operation was generally the purview of Brian Blume.

*Cheers,
Gary*

I thought Judges Guild's biggest acknowledged contribution to D&D was (inadvertently?) helping TSR to realize that there were people out there who didn't want to create their own adventures and would happily pay good money for "someone else's dungeon" (i.e. modules). This is what

Steve Marsh says, at least.

nyrfherdr

Wednesday, 21st February, 2007, 11:32 PM

Gary,
I guess I do have a question.

In the kindling pile by the fireplace is hidden a magical wand of fire.
If the characters start a fire and throw the wand in, what happens?

Game ON!

Col_Pladoh

Wednesday, 21st February, 2007, 11:35 PM

Quote:

*Originally Posted by **John Drake***

...

Did this also apply to then to UA, (one of my favourites, iirc, it came out in close proximity to OA) in that it was put out quickly in order to generate much needed revenue? I'm only going by things I have read /said by others, so if I'm out of line, I apologise wholeheartedly. Again, sorry if this has been asked of you ad nauseum! :) Thanks and glad you're feeling better.

Howdy,

It does indeed apply to the UA book. I was writing essays for *Dragon* magazine to both preview my new ideas and prepare for a revised edition of the AD&D game. I was alerted to a problem, Kevin Blume shopping TSR on the street in NYC, flew back from the West Coast, and discovered:

The corporation was in debt to the bank the tune of c. \$1,5 million.

There seemed to be no way to repay the money based on current inventory and sales.

The bank was preparing to perfect its security interests/

So, I had a big fight, and then a Herculean task, before me. To cut to the chase, when I got matters in hand, I saw to the compilation of my magazine material with other work I had that had not been published, so that UA came into being. Of course during that time I was working on company business matters most of the time, so U had a number of very long days before things began to show that the turn-around I planned was working.

At that point I was stabbed in the back by Lorraine Williams :\

Cheers,
Gary

Col_Pladoh

Wednesday, 21st February, 2007, 11:36 PM

Quote:

*Originally Posted by **Philotomy Jurament***

...

Dropping a debate is anathema to lawyers. :D :p

Sad but true!

:lol: :eek: :lol:
Gary

MerricB

Wednesday, 21st February, 2007, 11:37 PM

G'day, Gary!

Did you ever play the Talisman board game?

Cheers!

Col_Pladoh

Wednesday, 21st February, 2007, 11:39 PM

Quote:

*Originally Posted by **T. Foster***

I thought Judges Guild's biggest acknowledged contribution to D&D was (inadvertently?) helping TSR to realize that there were people out there who didn't want to create their own adventures and would happily pay good money for "someone else's dungeon" (i.e. modules). This is what Steve Marsh says, at least.

Steve is a fine fellow, and he is spot on in regards caslling our attention to the fact that the consumers wanted pre-pacjged adventure material beyond the stuff I had done--the random dungeons et al.

Cheers,
Gary

Col_Pladoh

Wednesday, 21st February, 2007, 11:40 PM

Quote:

*Originally Posted by **nyrfherdr***

*Gary,
I guess I do have a question.*

*In the kindling pile by the fireplace is hidden a magical wand of fire.
If the characters start a fire and throw the wand in, what happens?*

Game ON!

Sure thing!

The item remains unscathed. A magical instrument of its type will not be affected by normal fire ;)

Cheers,
Gary

Col_Pladoh

Wednesday, 21st February, 2007, 11:43 PM

Quote:

*Originally Posted by **MerricB***

G'day, Gary!

Did you ever play the Talisman board game?

Cheers!

Ho Merric,

Sadly I have not. I should see if Tom Wham has a copy, so we could play it on one os son Ernie's boardgame get-togethers that occur most Monday afternoons.

Cheers,
Gary

Jdvn1

Thursday, 22nd February, 2007, 01:02 AM

To John Drake:

AChe 

Fifth Element

Thursday, 22nd February, 2007, 02:34 AM

Quote:

*Originally Posted by **Col_Pladoh***

What part of this statement is not understood"

"Now let us drop this subject and move on to something interesting."

This presumes that everyone agrees the subject is not interesting, which is not the case. You're quite welcome to say "I don't wish to answer any more questions on this topic", but you could do it without the dismissiveness.

One thing I've always wondered about was the proper use of the "Armor Class Adjustment" numbers for weapons on p.38 of the 1E PHB. I don't have my DMG handy and I don't see any clues in the PHB. (We never actually used these in-game.) As I see it, different weapons get different "to hit" bonuses against different ACs. Why was this based on AC (which can be arrived at by different combinations of armour, shield, Dex and magic) rather than armour type?

Ron

Thursday, 22nd February, 2007, 03:18 AM

Quote:

*Originally Posted by **Col_Pladoh***

That sounds like a most interesting campaign.

I agree. I am glad you liked the concept too.

Quote:

*Originally Posted by **Col_Pladoh***

[...]

If you allow reasonable non-weapons proficiencies for both Occidental and Oriental PCs, I can foresee no problems being likely. You might want to take a look at the general skills I added to the C&C game system to have an inspirational basis in creating a new approach to such addition.

*Cheers,
Gary*

I was thinking about taking out the NWP system and I was wondering if this move wouldn't hurt the balance of the Oriental Adventures characters. However, I downloaded your C&C file and, although I only quickly read it, sounds pretty good. The multiclassing rule is clearly superior to the one found in AD&D and the skill bundles looks like a better system than the NWP from late AD&D. Is that a new design or something you were considering to your second edition AD&D?

Anyway, thanks for the comments.
Ron

Hypersmurf

Thursday, 22nd February, 2007, 03:34 AM

Quote:

*Originally Posted by **Fifth Element***

This presumes that everyone agrees the subject is not interesting, which is not the case.

This thread has a singular purpose - Q&A With Gary. If people wish to discuss a topic that arises here among themselves, that discussion should continue in a separate thread; it is no longer a part of Q&A With Gary, and thus no longer belongs in this thread.

(If people wish to discuss what belongs in the Q&A With Gary thread, that's also a discussion for a separate thread, which would belong in the Meta Forum.)

Please let this thread fulfil its purpose.

-Hyp.
(Moderator)

Geoffrey

Thursday, 22nd February, 2007, 03:55 AM

Gary, I have been remiss in my standing as a Scotsman. Though I'm 36 years old, I'm innocent of the ways of Scotch. Can you recommend a good (and not too pricey) bottle of Scotch?

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Gary Gygax Q&A: Part XII

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Korgoth

Thursday, 22nd February, 2007, 04:23 AM

Quote:

Originally Posted by **Geoffrey**

Gary, I have been remiss in my standing as a Scotsman. Though I'm 36 years old, I'm innocent of the ways of Scotch. Can you recommend a good (and not too pricey) bottle of Scotch?

I'm guessing not, but I'll bet he could recommend a good *Scotch whisky*. ;)

haakon1

Thursday, 22nd February, 2007, 07:51 AM

Quote:

Originally Posted by **Storm Raven**

Sure, they've branched out. But at its core, the comic focuses on Hackmaster - and from reading the strips, that game appears primarily to be a satirized version of older editions of AD&D. It isn't exact, of course, and many things have been exaggerated for humor value, but it is still recognizably 1e AD&D/OD&D to large extent.

Only 'cause AD&D is the best. ;)

Quote:

Originally Posted by **Storm Raven**

Also, it seems to me that the owner of *Hard 8* games isn't named "Gary Jackson" by accident.

True, but the "Jackson" isn't an accident either -- Steve Jackson Games of GURPS fame, I always assumed. But there can be no denying "Garweeze World", or whatever they call it, is Greyhawk, if only from the name.

haakon1

Thursday, 22nd February, 2007, 08:00 AM

Quote:

Originally Posted by **Col_Pladoh**

No quibble with what you state, but I do believe the number of persons tha played OAD&D was greated than the number playing the new game despite "unfriendly" rules. Perhaps that was because those rules were explicit in allotting to the Dm the role of ultimate arbiter with free reign to excise and alter whatever was desired.

Do you remember when D&D "peaked". I'm not sure what precisely I'm asking (I guess number of people playing more than revenue), but I think the answer is somewhere about 1984 or so? I remember Newsweek having an article about it, which seemed even more a bag of being a culture phenomenon than having a dumb TV movie or a good cartoon show.

haakon1

Thursday, 22nd February, 2007, 08:06 AM

Quote:

Originally Posted by **Col_Pladoh**

Just as I did with *Mordenkainen*, *Bigby*, and other PCs when they rose too high in power to interact with the "mundain" adventures.

Nod. I must say I really enjoyed reading the Rogue's Gallery. Using Robilar as an playful/respectful of fellow adventurers but not afraid to be evil foil for the PC's was great fun for everyone.

haakon1

Thursday, 22nd February, 2007, 08:35 AM

Quote:

Originally Posted by **Shane_Leahy**

Well I didn't see an *S* listed in the modules but I would guess you got it from a *Lost Cavern* somewhere...

Quite correct and very observant. That's worth like 500 xp. :)

It is Daoud's Wondrous Lanthorn from the nearby Lost Caverns of Tsjocanth, but he's not the one who retrieved it -- that was a later party. IMC, the cause of the big war, initially, is the PC's taking the Lanthorn back to Bissel instead of giving into Kettite demands to get "their" cultural artifact back.

haakon1

Thursday, 22nd February, 2007, 08:39 AM

Quote:

*Originally Posted by **Ron***

I was thinking of running a West meet East campaign, something akin to my Portuguese ancestors exploring the orient in the XV-XVI centuries. As such, I just ordered a replacement copy of Oriental Adventures. I know that you were more a supervisor than a designer to that project. Still, I wonder if I will get in trouble mixing characters from both books and if it would hurt much to take out the Oriental Adventures' Non Weapon Proficiencies system?

Great idea. I'm very very fond on the mid-1980s Oriental Adventures rules.

Keeping the OA honor points system would be neat -- I'm not sure if you were considering jetisoning that.

Ron

Thursday, 22nd February, 2007, 10:34 AM

Quote:

*Originally Posted by **haakon1***

Great idea. I'm very very fond on the mid-1980s Oriental Adventures rules.

Keeping the OA honor points system would be neat -- I'm not sure if you were considering jetisoning that.

My plan is to keep the honor point and start tracking them to the ocidental characters to measure how they are seem by the oriental people. I was planing to jettison only the NWP, as I don't think they are particularly well designed and I would need some adaptation to give them to the western characters.

Crimhthan_The_Great

Thursday, 22nd February, 2007, 12:55 PM

Hi Gary,
I was wondering, how deadly do you consider the game to be when you are the ref?

Also along the same lines did you ever look at any of the Arduin books?

I play OD&D and sometimes OAD&D but I use everything and anything I can get my hands on as grist for the idea mill. After nearly 36 years of playing I have found google to be a very easy way of finding new ideas and creating new things for the players. I find that a pinch of of different peoples ideas is similar to using different seasonings in cooking. Infinite recipes (encounters) can be created.

Cheers,
Crimhthan

Col_Pladoh

Thursday, 22nd February, 2007, 04:10 PM

Quote:

*Originally Posted by **Fifth Element***

This presumes that everyone agrees the subject is not interesting, which is not the case. ...

I suggest that you take a second look at the name of this thread.

If you wish to discuss the topic, begin your own thread do!

Cheers,
Gary

Col_Pladoh

Thursday, 22nd February, 2007, 04:15 PM

Quote:

*Originally Posted by **Ron***

I agree. I am glad you liked the concept too.

I was thinking about taking out the NWP system and I was wondering if this move wouldn't hurt the balance of the Oriental Adventures characters. However, I downloaded your C&C file and, although I only quickly read it, sounds pretty good. The multiclassing rule is clearly superior to the one found in AD&D and the skill bundles looks like a better system than the NWP from late AD&D. Is that a new design or something you were considering to your second edition AD&D?

Anyway, thanks for the comments.
Ron

Welcome!

I was indeed considering something akin to what I did for the C&C system in regards to secondary skills for a revised edition of AD&D. Of course the current material I put together is influenced by what I created for the *Legendary Adventure* RPG, thus more developed than what I was working on back in the 80s.

Cheers,
Gary

Col_Pladoh

Thursday, 22nd February, 2007, 04:18 PM

Quote:

*Originally Posted by **Hypersmurf***

This thread has a singular purpose - Q&A With Gary. If people wish to discuss a topic that arises here among themselves, that discussion should continue in a separate thread; it is no longer a part of Q&A With Gary, and thus no longer belongs in this thread.

(If people wish to discuss what belongs in the Q&A With Gary thread, that's also a discussion for a separate thread, which would belong in the Meta Forum.)

Please let this thread fulfil its purpose.

*-Hyp.
(Moderator)*

Thank you!

Had I read down the thread a bit further I could have avoided my response to the post in question :lol:

Cheers,
Gary

Col_Pladoh

Thursday, 22nd February, 2007, 04:24 PM

Quote:

*Originally Posted by **Geoffrey***

Gary, I have been remiss in my standing as a Scotsman. Though I'm 36 years old, I'm innocent of the ways of Scotch. Can you recommend a good (and not too pricey) bottle of Scotch?

My distinct pleasure, sir!

Of late I have been tasting each sort of whiskey to contrast and compare them. Although bourbon (kentucky & tennessee blended and straight), canadian, irish, and scotch are all fine, I have come to the conclusion that my palate prefers scotch single malt.

These can get pretty pricy, but a good starter is Glenlivet. If you enjoy that whiskey you can then venture further afield, try the pale, peaty cngle malts that I am fond of as well as a blend such as Dewar's and Haig & Haig.

Cheers,
Gary

Ardenian

Thursday, 22nd February, 2007, 04:27 PM

Gary,
are you currently playing in a D&D campaign, but it rule set 3.x or OAD&D? if you are - do you play a character, or DM? or both?

i'd love to sit in on that.. it would be like playing hoops with Dr. James Naismith.

I'm about to role a new character for a new campaign, and we're running the 3.5 rules and i'm going to (eventually) select Kensai... i'd love you to provide the name i'll use for my Bastard Sword that this character will "meld" with.

thanks G
[a]

Col_Pladoh

Thursday, 22nd February, 2007, 04:38 PM

Quote:

*Originally Posted by **haakon1***

Do you remember when D&D "peaked". I'm not sure what precisely I'm asking (I guess number of people playing more than revenue), but I think the answer is somewhere about 1984 or so? I remember Newsweek having an article about it, which seemed even more a bag of being a culture phenomenon than having a dumb TV movie or a good cartoon show.

Right you are. The peak of A/D&D was 1983-4. TSR's best marketing estimate of the audience in North America at that time was c. 5.5 million players, with a worldwide audience of over 8 million. Thus the many foreign language translations.

Cheers,
Gary

Korgoth

Thursday, 22nd February, 2007, 04:40 PM

Quote:

*Originally Posted by **Col_Pladoh***

My distinct pleasure, sir!

Of late i have been tasting each sort of whiskey to contrast and compare them. Although bourbon (kentucky & tennessee blended and straight), canadian. irish, and scotch are all fine, I have come to the conclusion that my palate prefers scotch single malt.

These can get pretty pricy, but a good starter is Glenlivet. If you enjoy that whiskey you can then venture further afield, try the pale, peaty cngle malts that I am fond of as well as a blend such as Dewar's and Haig & Haig.

*Cheers,
Gary*

Just to toss out another suggestion for a good "starter" Scotch whisky: McClelland's single malt. They're not labelled by age or distillery but they're all 5 year singles, one from each of the four different whisky regions of Scotland: Highland, Lowland, Speyside and Islay. Because of the distinct water quality, the Highland has the softest, least 'medicinal' flavor and is actually quite good if taken with a few drops of spring water and allowed to breathe for about 10 minutes. The Highland label is actually made at Glen Garioch.

For those who are just "testing the waters" I'd suggest getting a bottle of McClelland's Highland single malt. At \$20 it's a great deal.

Col_Pladoh

Thursday, 22nd February, 2007, 04:42 PM

Quote:

*Originally Posted by **Ron***

My plan is to keep the honor point and start tracking them to the ocidental characters to measure how they are seem by the oriental people. I was planing to jettison only the NWP, as I don't think they are particularly well designed and I would need some adaptation to give them to the western characters.

You might want to take a look at the Repute/Dark Repute/Disrepute system used for the LA game, apply something akin to it to the Occidental PCs.

Cheers,
Gary

Col_Pladoh

Thursday, 22nd February, 2007, 04:52 PM

Quote:

*Originally Posted by **Crimhthan_The_Great***

*Hi Gary,
I was wondering, how deadly do you consider the game to be when you are the ref?*

Also along the same lines did you ever look at any of the Arduin books?

I play OD&D and sometimes OAD&D but I use everything and anything I can get my hands on as grist for the idea mill. After nearly 36 years of playing I have found google to be a very easy way of finding new ideas and creating new things for the players. I find that a pinch of of different peoples ideas is similar to using different seasonings in cooking. Infinite recipes (encounters) can be created.

*Cheers,
Crimhthan*

With my regular group there was seldom a PC loss...after they became veterans. (That applies to my own PCs as well, although a rew raise dead and wish spells were needed to maintain the major characters I played; as it true of the players' PCs in my campaign :lol:)

Players that took foolish chances, ignored warnings, lacked the proper wherewithal to take on a problem or fight an opponent were likely to suffer PC loss.

I shunned the Arduin Grimoire like the plague. However, I used all manner of other sorts of material for inspiration in the campaign, and that included ideas from other DMs and players.

I concur that such differences are akin to herbs and spices in cooking,

Cheers,
Gary

Cheers,
Gary

Quote:

*Originally Posted by **Korgoth***

Just to toss out another suggestion for a good "starter" Scotch whisky: McClelland's single malt. They're not labelled by age or distillery but they're all 5 year singles, one from each of the four different whisky regions of Scotland: Highland, Lowland, Speyside and Islay. Because of the distinct water quality, the Highland has the softest, least 'medicinal' flavor and is actually quite good if taken with a few drops of spring water and allowed to breathe for about 10 minutes. The Highland label is actually made at Glen Garioch.

For those who are just "testing the waters" I'd suggest getting a bottle of McClelland's Highland single malt. At \$20 it's a great deal.

Well done!

The "medicinal" flavor is from the peat smoke, and I very much enjoy it.

I always add a few drops of water to "open" the whiskey.

Cheers,
Gary

Quote:

*Originally Posted by **Ardenian***

*Gary,
are you currently playing in a D+D campaign, but it rule set 3.x or OAD&D? if you are - do you play a character, or DM? or both?*

i'd love to sit in on that.. it would be like playing hoops with Dr. James Naismith.

I'm about to role a new character for a new campaign, and we're running the 3.5 rules and i'm going to (eventually) select Kensai... i'd love you to provide the name i'll use for my Bastard Sword that this character will "meld" with.

*thanks G
[a]*

As of now the only campaign I am playing in is Jim Ward's *Metamorphosis Alpha* RPG--tonight is the night for that, in fact :D

When I DM or play D&D rather than the LA game, it is always OD&D or OAD&D.

Cheers,
Gary

What is the most common mistake you've see Dungeon Masters, Lejend Masters, Castle Keepers, &c. make?

rossik

Thursday, 22nd February, 2007, 05:52 PM

hi mr gygax!

i was wondering:
besides "Futurama", have u appeared in other cartoon/series?

it would be great if u were (sp?) in dungeons and dragons cartoon.. :)

well...if margaret weis and tracy hickamn have special part in the dragonlance movie, so could u!

sure, if we could travel back in time... :(

Flexor the Mighty!

Thursday, 22nd February, 2007, 06:02 PM

Quote:

*Originally Posted by **Korgoth***

For those who are just "testing the waters" I'd suggest getting a bottle of McClelland's Highland single malt. At \$20 it's a great deal.

I'll try that. I'm not a huge scotch drinker, but I've had some nice Dewars & water drinks before. I now have a taste for Bushmills on the rocks, too bad it's only 12 and I'm at work! :(

Ron

Thursday, 22nd February, 2007, 06:04 PM

Quote:

*Originally Posted by **Col_Pladoh***

You might want to take a look at the Repute/Dark Repute/Disrepute system used for the LA game, apply something akin to it to the Occidental PCs.

*Cheers,
Gary*

I checked out the free version last month and I almost brought the boxed set. However, I decided to give a pass and wait to the updated full version soon to be published by the Trolls. BTW, do you have any news regarding the revision?

Philotomy Jurament

Thursday, 22nd February, 2007, 06:15 PM

Speyburn is another decent entry-level scotch. I'm partial to The Macallan, but I also enjoy Glenlivet, The Dalmore, Cragganmore, and Glenmorangie. I decently aged Glenfiddich isn't bad, either. I take them neat, with a tiny splash (just a few drops, really) of distilled or spring water. In a snifter, please. :cool:

Col_Pladoh

Thursday, 22nd February, 2007, 08:01 PM

Quote:

*Originally Posted by **RFisher***

What is the most common mistake you've see Dungeon Masters, Lejend Masters, Castle Keepers, &c. make?

Being improperly prepared to run the adventure, whether mentally so or not having studied the packaged material. This is something I am often guilty of, but amny times I manage to make up for the lack through being able to create by the seat of my pants...and sometimes falling flat doing so I resort to distracting the group with war stories and jokes :heh:

The second most common mistake I have observed is the Gm not being in control of the game play and the group. Sometimes even the most veteran and cooperative players will go rogue on the best of GMs, however. At such times ceasing PRGing and doing something else that all find amusing is the best solution for the GM...no attempting to forcethe players to do what they are not interested in doing :eek:

Cheers,
Gary

Fifth Element

Thursday, 22nd February, 2007, 08:04 PM

What is your favourite real-world mythology? I mean in the sense of Greek, Norse, etc.

As a follow-up, what mythology lends itself best as inspiration for D&D?

Col_Pladoh

Thursday, 22nd February, 2007, 08:04 PM

Quote:

*Originally Posted by **rossik***

hi mr gygax!

i was wondering:

besides "Futurama", have u appeared in other cartoon/series?

it would be great if u were (sp?) in dungeons and dragons cartoon.. :)

well...if margaret weis and tracy hickamn have special part in the dragonlance movie, so could u!

sure, if we could travel back in time... :(

Heh,

No other formal cartoon appearances, but... Just as D&D is often mentioned in TV shows, so too has my name been used--expecially in Dexter's Lab.

Having my name as a Co-Producer for the D&D Cartoon Show was ample recognition for me.

Cheers,
Gary

Col_Pladoh

Thursday, 22nd February, 2007, 08:07 PM

Quote:

*Originally Posted by **Ron***

I checked out the free version last month and I almost brought the boxed set. However, I decided to give a pass and wait to the updated full version soon to be published by the Trolls. BTW, do you have any news regarding the revision?

If you would like to see my draft rules regarding the reput system, send me an email.

All i know about the revised edition of the LA game is that the Trolls have said it will be published as soon as they are able.

Cheers,
Gary

Col_Pladoh

Thursday, 22nd February, 2007, 08:12 PM

Quote:

*Originally Posted by **Fifth Element***

What is your favourite real-world mythology? I mean in the sense of Greek, Norse, etc.

As a follow-up, what mythology lends itself best as inspiration for D&D?

Egyptian mythology for its plethora of deities and its underworld. Next comes Hindic for its array of strange deities and the many stories.

I designed D&D with little regard for mythology; more for folklore, legend, and authored fiction.

Cheers,
Gary

rossik

Thursday, 22nd February, 2007, 08:41 PM

Quote:

*Originally Posted by **Col_Pladoh***

Heh,

No other formal cartoon appearances, but... Just as D&D is often mentioned in TV shows, so too has my name been used--expecially in Dexter's Lab.

Having my name as a Co-Producer for the D&D Cartoon Show was ample recognition for me.

Cheers,
Gary

oh, dexter, realy?

...can u say where? :)

Prince of Happiness

Thursday, 22nd February, 2007, 08:50 PM

Quote:

*Originally Posted by **rossik***

oh, dexter, realy?

...can u say where? :)

It's the episode "D & Dee Dee." You could find it on YouTube.

Col_Pladoh

Thursday, 22nd February, 2007, 10:12 PM

Quote:

*Originally Posted by **rossik***

oh, dexter, realy?

...can u say where? :)

There were a number of AD&Dgame references on various episodes of the program, and IIRR Decter said he was playing a Gygax class character oe some similar reference. I was informed that a number of persons of young age that watched the program regularly and know me got a real kick out of that.

Cheers,
Gary

Col_Pladoh

Thursday, 22nd February, 2007, 10:13 PM

Quote:

*Originally Posted by **Prince of Happiness***

It's the episode "D & Dee Dee." You could find it on YouTube.

:D

Thanks so very much!

Cheers,
Gary

Prince of Happiness

Thursday, 22nd February, 2007, 11:24 PM

Quote:

*Originally Posted by **Col_Pladoh***

:D

Thanks so very much!

*Cheers,
Gary*

I remember catching RIGHT after the opening credits, so I didn't know that it was Dexter's Laboratory at first, so I got *insanely* excited about seeing a "new" cartoon with S&S heroes kicking monster & wizard ass. Then Dexter made his players mad. :p Then he busted out with his uber-character GYGAX!!! Made me want to get a group together at that moment, it did. For a brief second, felt like 1982 again. :D

Col_Pladoh

Friday, 23rd February, 2007, 12:36 AM

Quote:

*Originally Posted by **Prince of Happiness***

*I remember catching RIGHT after the opening credits, so I didn't know that it was Dexter's Laboratory at first, so I got *insanely* excited about seeing a "new" cartoon with S&S heroes kicking monster & wizard ass. Then Dexter made his players mad. :p Then he busted out with his uber-character GYGAX!!! Made me want to get a group together at that moment, it did. For a brief second, felt like 1982 again. :D*

I had to chuckle heartily at that.

:D
Gary

Prince of Happiness

Friday, 23rd February, 2007, 12:49 AM

Quote:

*Originally Posted by **Col_Pladoh***

I had to chuckle heartily at that.

:D
Gary

The set up of that initial "adventure" had appealed to my love for "yarns" vs. "Fantasy Epic Vols. I-MCMXLVIV."

Now that got me thinking...did you ever approach your adventure writing to invoke a sense of a "No s***, so there I (or Mordenkainen or Yrag, etc) was" factor vs. a "In the 10th day of the 2,038th year of the fourth cycle of the Sixth Age, four heroes who were the Special Destined Chosen Ones yadda yadda yadda" factor?

JRRNeiklot

Friday, 23rd February, 2007, 03:43 AM

Quote:

*Originally Posted by **haakon1***

Only 'cause AD&D is the best. ;)

True, but the "Jackson" isn't an accident either -- Steve Jackson Games of GURPS fame, I always assumed. But there can be no denying "Garweeze Wurd", or whatever they call it, is Greyhawk, if only from the name.

Garweeze World is nothing like Greyhawk. It was in fact a separate product, cancelled along with Greyhack, sadly.

Ron

Friday, 23rd February, 2007, 04:12 AM

Quote:

*Originally Posted by **Col_Pladoh***

If you would like to see my draft rules regarding the reput system, send me an email.

[...]
Cheers,
Gary

E-mail sent.

BOZ

Friday, 23rd February, 2007, 04:55 AM

there's this cartoon i saw once, i think by Evan Dorkin (the Milk 'n Cheese guy) about a bunch of guys who play D&D and go to a comic book shop - in the episode i saw, one guy challenged another guy to a nerd-trivia contest. :)

rossik

Friday, 23rd February, 2007, 12:37 PM

i saw a "thats 70 show" with d&d and..alice cooper :)

just remember the dexter episode.
watched at a magic/rpg/anime event, many years ago :D

Quote:

*Originally Posted by **Prince of Happiness***

It's the episode "D & Dee Dee." You could find it on YouTube.

ive just looked for, but can t find a english version, just spanish..how did u find it?

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Gary Gygax Q&A: Part XII

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RFisher

Friday, 23rd February, 2007, 04:17 PM

Quote:

Originally Posted by **Col_Pladoh**

Being improperly prepared to run the adventure, whether mentally so or not having studied the packaged material. This is something I am often guilty of, but amny times I manage to make up for the lack through being able to create by the seat of my pants...and sometimes falling flat doing so I resort to distracting the group with war stories and jokes :heh:

I'm fortunate that my group gets distracted by their own stories & jokes readily enough. (^_^) If I need time to think, I just let them go with the occasional nod or laugh to make them think I'm listening instead of scrambling to figure things out. (Not that they're truly fooled...)

But what if I'm not using packaged material? If I'm striving to follow "the Gygaxian school", when do I know that I've adequately prepared?

Quoting from an earlier response about building a world instead of a story...

Quote:

Originally Posted by **Col_Pladoh**

A bit of backstory to ground the players in the setting and give them an idea of what is currently happening is sufficient direction. From there on it must be up to them.

Can you expand on this a little? How detailed should the setting--at a minimum--be? What are the essential elements? Can you give a summary example of a "what is currently happening"?

Quote:

Originally Posted by **Col_Pladoh**

The second most common mistake I have observed is the Gm not being in control of the game play and the group.

I'm not sure I'm following. Can you give an example of what you mean?

Col_Pladoh

Friday, 23rd February, 2007, 04:51 PM

Quote:

Originally Posted by **Prince of Happiness**

The set up of that initial "adventure" had appealed to my love for "yarns" vs. "Fantasy Epic Vols. I-MCMXLIV."

*Now that got me thinking...did you ever approach your adventure writing to invoke a sense of a "No s***, so there I (or Mordenkainen or Yrag, etc) was" factor vs. a "In the 10th day of the 2,038th year of the fourth cycle of the Sixth Age, four heroes who were the Special Destined Chosen Ones yadda yadda yadda" factor?*

Yes, I generally did design adventures on that basis, although not considering my own PCs as a part of the pecture in mind when the work was in process of creation. That's because I often find "epic fantasy" tedious and dull.

:lol:

Gary

Col_Pladoh

Friday, 23rd February, 2007, 04:54 PM

Quote:

Originally Posted by **Ron**

E-mail sent.

Okay,

But as of now I have not received it. Perhaps I inadvertently deleted it with the 200+ spam messages in the inbox this AM... A resend would be good :)

Cheers,

Gary

Col_Pladoh

Friday, 23rd February, 2007, 04:58 PM

:lol:

The Dexter's Lab' FRPG cartoon was actually quite promising, more like what I would have preferred to the soft D&D Cartoon Show action with no immitatable violence because of kiddie programming restrictions. What sort of wimps is this country now nuturring? :)

Cheers,
Gary

Prince of Happiness

Friday, 23rd February, 2007, 05:03 PM

Quote:

*Originally Posted by **Col_Pladoh***

:lol:

The Dexter's Lab' FRPG cartoon was actually quite promising, more like what I would have preferred to the soft D&D Cartoon Show action with no immitatable violence because of kiddie programming restrictions. What sort of wimps is this country now nuturring? :)

*Cheers,
Gary*

That is true, I can't recall how many bloody-handed stories from history and mythology and religion I read up on as a child, but the cartoons? Bloodless. Then again, my mom's from Japan so I got a line to watch Japanese cartoon and there it all was. Violence, blood, guts...for kids! And they have a lower crime rate! :p

Prince of Happiness

Friday, 23rd February, 2007, 05:13 PM

Quote:

*Originally Posted by **rossik***

ive just looked for, but can t find a english version, just spanish..how did u find it?

Here you go my good sir!

<http://www.youtube.com/watch?v=EKapnIWH8fw>

rossik

Friday, 23rd February, 2007, 05:23 PM

Quote:

*Originally Posted by **Prince of Happiness***

Here you go my good sir!

<http://www.youtube.com/watch?v=EKapnIWH8fw>

gee..that was fast!
thanks! :D

Col_Pladoh

Friday, 23rd February, 2007, 05:35 PM

Quote:

*Originally Posted by **RFisher***

I'm fortunate that my group gets distracted by their own stories & jokes readily enough. (^_^) If I need time to think, I just let them go with the occasional nod or laugh to make them think I'm listening instead of scrambling to figure things out. (Not that they're truly fooled...)

But what if I'm not using packaged material? If I'm striving to follow "the Gygaxian school", when do I know that I've adequately prepared?

Quoting from an earlier response about building a world instead of a story...

Can you expand on this a little? How detailed should the setting--at a minimum--be? What are the essential elements? Can you give a summary example of a "what is currently happening"?

I'm not sure I'm following. Can you give an example of what you mean?

To save me a lot of time and effort, just check how I introduce all of that in a module. I give a GM's forward, a players one, sometimes a separate backstory to read aloud, and the current situation.

Frankly, i have no desire to write an article here :lol:

Cheers,
Gary

Scott_Holst

Friday, 23rd February, 2007, 10:58 PM

Quote:

*Originally Posted by **Prince of Happiness***

Here you go my good sir!

<http://www.youtube.com/watch?v=EKapnIWH8fw>

Hi-

That was awesome, thanks for the link!!

Scott

RFisher

Monday, 26th February, 2007, 01:18 PM

Quote:

*Originally Posted by **Col_Pladoh***

To save me a lot of time and effort, just check how I introduce all of that in a module. I give a GM's forward, a players one, sometimes a separate backstory to read aloud, and the current situation.

Frankly, i have no desire to write an article here :lol:

In my own defense, I did try to ask specific questions that I thought you could give brief answers for because I knew you didn't want to write an article. & while I have read many of your modules, many of the other things you've told us have convinced me that your published works don't always give me a clear idea of how you actually play. Plus, I figure B2 can't reflect any wisdom that's come to you in the intervening years.

& can you blame me for trying? (^_^) I'll go re-read your modules now. Thanks!

Prince of Happiness

Monday, 26th February, 2007, 04:45 PM

Quote:

*Originally Posted by **Scott_Holst***

Hi-

That was awesome, thanks for the link!!

Scott

takes a bow :D

Col_Pladoh

Monday, 26th February, 2007, 06:22 PM

Quote:

*Originally Posted by **RFisher***

In my own defense,...

:D

No need to do that, as I was not meaning to attack you. Sorry if I gave that impression. All I was attempting to convey is that your question was one that requires a lengthy answer, one that I did not feel like giving because actual examples tell the story much more eloquently than a brief essay here could...and that means a lot less work for me :lol:

Cheers,
Gary

andargor

Monday, 26th February, 2007, 06:42 PM

OMG Gary, you are still here! Welcome back, again, and again... :D

rossik

Monday, 26th February, 2007, 07:09 PM

hi mr gygax!

i was listen to kendermore audiobook, and theres a dwarven festival, with events like axe throwing, stone hammering, drinking, and so on...

what do you think it would be good for a *elven* festival?

beside skills archery :)

Col_Pladoh

Monday, 26th February, 2007, 09:17 PM

Quote:

*Originally Posted by **andargor***

OMG Gary, you are still here! Welcome back, again, and again... :D

Yuppers,

I snuck back as soon as my case of shingles would allow :lol:

Cheers,
Gary

Col_Pladoh

Monday, 26th February, 2007, 09:19 PM

Quote:

*Originally Posted by **rossik***

hi mr gygax!

i was listen to kendermore audiobook, and theres a dwarven festival, with events like axe throwing, stone hammering, drinking, and so on...

what do you think it would be good for a elven festival?

beside skills archery :)

How about archery, balladeering, fencing, poetry, and wine tasting?

Cheers,
Gary

rossik

Monday, 26th February, 2007, 09:29 PM

Quote:

*Originally Posted by **Col_Pladoh***

How about archery, balladeering, fencing, poetry, and wine tasting?

*Cheers,
Gary*

good ideas, gary.

do uthink they could do things like "fox hunt"?

in your vision of elven society.

btw: whats balladeering?

gideon_thorne

Monday, 26th February, 2007, 09:38 PM

Quote:

*Originally Posted by **rossik***

btw: whats balladeering?

The singing of ballads, epic tales, bardic stories et al.

Col_Pladoh

Monday, 26th February, 2007, 11:38 PM

Quote:

*Originally Posted by **rossik***

good ideas, gary.

do uthink they could do things like "fox hunt"?

in your vision of elven society.

btw: whats balladeering?

Somehow I can not envision elves hunting foxes. They would likely persue only dangerous and malign creatures in such manner.

Balladeering is playing a stringed instrument and singing ;)

Cheers,
Gary

Col_Pladoh

Monday, 26th February, 2007, 11:39 PM

Quote:

*Originally Posted by **gideon_thorne***

The singing of ballads, epic tales, bardic stories et al.

Smarty pants!

:lol:
Gary

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Gary Gygax Q&A: Part XII

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gideon_thorne

Monday, 26th February, 2007, 11:55 PM

Quote:

Originally Posted by Col_Pladoh

Smarty pants!

:lol:

Gary

Hey, what else is a 'liberal arts' education for? :D

thedungeondelver

Tuesday, 27th February, 2007, 12:35 AM

Quote:

Originally Posted by gideon_thorne

Hey, what else is a 'liberal arts' education for? :D

"Would you like fries with that?"

gideon_thorne

Tuesday, 27th February, 2007, 12:44 AM

Quote:

Originally Posted by thedungeondelver

"Would you like fries with that?"

Or making hundreds of dollars a year in the gaming industry. :lol:

BOZ

Tuesday, 27th February, 2007, 05:52 AM

rakin' in the big bucks now! ;)

rossik

Tuesday, 27th February, 2007, 12:22 PM

Quote:

Originally Posted by Col_Pladoh

They would likely persue only dangerous and malign creatures in such manner.

yeah, but...for fun?

or just by need?

do elves take life for fun?

dcas

Tuesday, 27th February, 2007, 02:16 PM

Quote:

Originally Posted by rossik

yeah, but...for fun?

or just by need?

do elves take life for fun?

If a creature is "dangerous and malign," surely hunting it isn't fun . . . even if the hunters do get some sort of pleasure from the chase.

RFisher

Tuesday, 27th February, 2007, 04:40 PM

Quote:

Originally Posted by **Col_Pladoh**

I was not meaning to attack you. Sorry if I gave that impression.

Not at all. I just have trouble coming up with questions I want to ask you that don't require a lengthy answer. I just wanted you to know that I am trying. :)

Allow me to try again:

While it isn't the DM's job to provide a story, the DM should provide an enemy, mystery, goal, McGuffin, or other hook. True, false, or other?

Col_Pladoh

Tuesday, 27th February, 2007, 04:57 PM

Quote:

Originally Posted by **gideon_thorne**

Hey, what else is a 'liberal arts' education for? :D

Today a proper institute of higher education would teach Conservative Arts!

:p
Gary

gideon_thorne

Tuesday, 27th February, 2007, 05:04 PM

Quote:

Originally Posted by **Col_Pladoh**

Today a proper institute of higher education would teach Conservative Arts!

:p
Gary

chuckles I went to one of those too. They almost got closed down when they tried to repress my craft. ^_~`

Col_Pladoh

Tuesday, 27th February, 2007, 05:06 PM

Quote:

Originally Posted by **RFisher**

...

While it isn't the DM's job to provide a story, the DM should provide an enemy, mystery, goal, McGuffin, or other hook. True, false, or other?

True and other, so both!

The GM is to provide the environment, the plot (mostly unrevealed initially) and backstory for it, including why the PC team is there. The GM also supplies and acts for all of the NPC, allowing the players to sort out the friends, neutrals, and antagonists. The players' PC then interact with the environment and the characters therein so as to create a story based on what they did or didn't do. The quality of the resulting tale, retold or not, is dependant on the information supplied by the GM and the actions of the player groups' characters interacting with the enviroment.

Cheers,
Gary

rossik

Tuesday, 27th February, 2007, 05:11 PM

mr gygax...

atking about players, dms and stuff...

what do u think about a player that have more than one character?
in case of small groups (lets say 2, or even 1 player!)

have u played/DMed like this?

Col_Pladoh

Tuesday, 27th February, 2007, 05:31 PM

Quote:

*Originally Posted by **rossik***

mr gygax...

atalking about players, dms and stuff...

*what do u think about a player that have more than one character?
in case of small groups (lets say 2, or even 1 player!)*

have u played/DMed like this?

I believe it is a splendid idea for players able to manage two or more PCs. I did that a good deal myself...although if I was playing more than three characters it became difficult for me to handle each and every one properly. Two was no problem, and three was passably done.

Cheers,
Gary

Sir Elton

Tuesday, 27th February, 2007, 05:57 PM

Yaun-ti are really nasty things if used correctly. I used one in a horror vein last night. It really would have been really cool if I had some great background music. :)

I think Yaun-ti are underused. But you know what? I'm glad they are underused. It makes them all the much more scarier. :)

Col_Pladoh

Tuesday, 27th February, 2007, 09:53 PM

Quote:

*Originally Posted by **Sir Elton***

Yaun-ti are really nasty things if used correctly. I used one in a horror vein last night. It really would have been really cool if I had some great background music. :)

I think Yaun-ti are underused. But you know what? I'm glad they are underused. It makes them all the much more scarier. :)

Almost any creature that the party doesn't recognize or remember how to handle is sure to be scary for them. As a matter of fact a couple of years back I was playing one of my old OAD&D PCs in a campaign run by my son Ernie when a winf walker attacked. Even though I created the stats for the monster, damned if I could remember its suseptibilites, so my PC was not able to counter the critter. It could not have been metagaming, as he had confronted wind walkers before...so long before that he had forgotten :confused:

Cheers,
Gary

thedungeondelver

Tuesday, 27th February, 2007, 10:38 PM

That last post by you brings up an interesting question Gary, particularly in LA...when running it as a pure fantasy setting, when the party encounters a critter that's fairly common do you just flat out say "It's four trolls" or do you describe it and let them guess? Something like "It's four gaunt, giant humanoid forms, with wiry black hair, elongate noses, and disgusting rubbery green skin. Pitiless black holes form their eyes."

John Drake

Tuesday, 27th February, 2007, 10:56 PM

Quote:

*Originally Posted by **Col_Pladoh***

True and other, so both!

The GM is to provide the environment, the plot (mostly unrevealed initially) and backstory for it, including why the PC team is there. The GM also supplies and acts for all of the NPC, allowing the players to sort out the friends, neutrals, and antagonists. The players' PC then interact with the environment and the characters therein so as to create a story based on what they did or didn't do. The quality of the resulting tale, retold or not, is dependant on the information supplied by the GM and the actions of the player groups' characters interacting with the enviroment.

*Cheers,
Gary*

Hmm, that's very interesting. That sounds imho very similar to what, iirc, Aristotle more or less believed; Plot is character. Forget psychology, forget the insides of their heads, judge them by their actions. For example, if some guy was sleeping in a class room during class, one could assume based off that action, that he has no interest in what the professor has to say. A plot is constructed: he comes, he sleeps. Now, Aristotle would say the next question is not why he sleeps, but what is he going to do next?

I personally, think that type of construction can work quite well in a RP campaign, although it does generally mean a lot of work for the DM ahead of time, unless one is exceedingly good at libbing stuff and doing it by the seat of one's pants (which I am not!). What do you think Gary? Incidentally, I was not trying to put words into your mouth, so to speak, so no offense intended. Thanks Gary!

Col_Pladoh

Wednesday, 28th February, 2007, 12:19 AM

Quote:

Originally Posted by **thedungeondelver**

That last post by you brings up an interesting question Gary, particularly in LA...when running it as a pure fantasy setting, when the party encounters a critter that's fairly common do you just flat out say "It's four trolls" or do you describe it and let them guess? Something like "It's four gaunt, giant humanoid forms, with wiry black hair, elongate noses, and disgusting rubbery green skin. Pitiless black holes form their eyes."

The commonly encountered creatures, as well as those that are generally known to the party and nonsuch as I usually name. Otherwise I give as vague a description as is appropriate considering familiarity, light, distance, and viewing time.

Cheers,
Gary

Col_Pladoh

Wednesday, 28th February, 2007, 12:23 AM

Quote:

Originally Posted by **John Drake**

Hmm, that's very interesting. That sounds imho very similar to what, iirc, Aristotle more or less believed; Plot is character. Forget psychology, forget the insides of their heads, judge them by their actions. For example, if some guy was sleeping in a class room during class, one could assume based off that action, that he has no interest in what the professor has to say. A plot is constructed: he comes, he sleeps. Now, Aristotle would say the next question is not why he sleeps, but what is he going to do next?

I personally, think that type of construction can work quite well in a RP campaign, although it does generally mean a lot of work for the DM ahead of time, unless one is exceedingly good at libbing stuff and doing it by the seat of one's pants (which I am not!). What do you think Gary? Incidentally, I was not trying to put words into your mouth, so to speak, so no offense intended. Thanks Gary!

Not a problem the manner in which you phrased your question.

I do not believe it is all that difficult to manage if one is using a detailed campaign world and has crafted a reasonably detailed backstory and current situation for the PC group. Of course I am used to winging adventures for a few decades now. It is work when doing so, but it generally is a more enjoyable adventure experience for the players, as one can craft events directly from players' comments and the actions of their PCs.

Cheers,
Gary

RFisher

Wednesday, 28th February, 2007, 02:36 PM

What if the PCs don't fall for the DM's hook? Should the DM just file what he's prepared & wing it? (Or break out the jokes & war stories. :)) Do players have an obligation to follow a hook offered by the DM?

dcas

Wednesday, 28th February, 2007, 03:33 PM

The GM could force the issue by having the BBEG send out some invisible stalkers (or other lackeys) against the PCs or whomever they're protecting. . . . As the PCs get more and more famous, bad guys want to take them out. That's how to hook the PCs. :D

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Gary Gygax Q&A: Part XII

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Page 33 of 46 First ... 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 ... Last

Col_Pladoh

Wednesday, 28th February, 2007, 06:06 PM

Quote:

*Originally Posted by **RFisher****What if the PCs don't fall for the DM's hook? Should the DM just file what he's prepared & wing it? (Or break out the jokes & war stories. :)) Do players have an obligation to follow a hook offered by the DM?*

Heh...

That calls to mind the KotDT strip where the players ignored the treasure map and spent their adventuring time searching a merchant ship's hold full of tropical fruit.

If players ignore the direction suggested by the GM, they are either not in the mood to play, subconsciously rejecting him, or else just plain dense.

When such a thing occurs, I suggest not playing, soing whatever seems better at the time, including telling the group to go home and come again when they are interested in playing an RPG.

Cheers,
Gary

Wolv0rine

Wednesday, 28th February, 2007, 07:43 PM

Quote:

*Originally Posted by **Col_Pladoh****Heh...**That calls to mind the KotDT strip where the players ignored the treasure map and spent their adventuring time searching a merchant ship's hold full of tropical fruit.**If players ignore the direction suggested by the GM, they are either not in the mood to play, subconsciously rejecting him, or else just plain dense.**When such a thing occurs, I suggest not playing, soing whatever seems better at the time, including telling the group to go home and come again when they are interested in playing an RPG.**Cheers,
Gary*

Oh come on, Gary. I think you're just being grumpy there. You're leaving out the possibility that the players are simply not **hooked** by the DM's offered hook. Don't tell me you ('you' in the broad sense, not the specific) make a habit of going into games with only one hook to drop? Heck, I've often pushed aside a not-quite-interesting plot hook hoping to find another behind it that was more interesting.

Col_Pladoh

Wednesday, 28th February, 2007, 09:36 PM

Quote:

*Originally Posted by **Wolv0rine****Oh come on, Gary. I think you're just being grumpy there. You're leaving out the possibility that the players are simply not **hooked** by the DM's offered hook. Don't tell me you ('you' in the broad sense, not the specific) make a habit of going into games with only one hook to drop? Heck, I've often pushed aside a not-quite-interesting plot hook hoping to find another behind it that was more interesting.*

If you find such situations palatable, more enjoyment to you.

As for me, if I have gone to the trouble of preparing something for the group, they play it or else. The enjoyment of the campaign is a two way street, and that of the GM is equal to that of the player group, for he does all the grunt work to amuse them.

Now if it is just a seat-of-the-pants session, I have no problem shifting gears and dangling another carrot for the lads to chase after.

Cheers,
Gary

PapersAndPaychecks

Wednesday, 28th February, 2007, 10:05 PM

I think the "plot hook" thing becomes a non-issue as the DM gets used to the players, and vice versa. The DM learns how to focus on content

which the players are likely to use, and as the players start to make sense of the game world and build familiarity with their characters, they'll start to come up with objectives of their own.

At that point it's down to communication. At the end of the session, the group discusses its objectives for next session and hopefully agrees on a destination... and so the DM gets clued in: *They're travelling to X-town, so I'll dig out my map of the Badlands of Y which are on the way, and I'd better bring the roster for Z's bandits...*

If you're constantly starting new campaigns with different players, then I suppose you probably do have to be good at plot hooks. But in that case, surely the players with these new characters in this new world would be grateful for the railroad that drops them off at the most interesting stop on the tour...

Flexor the Mighty!

Wednesday, 28th February, 2007, 10:08 PM

Quote:

*Originally Posted by **Col_Pladoh***

If you find such situations palatable, more enjoyment to you.

As for me, if I have gone to the trouble of preparing something for the group, they play it or else. The enjoyment of the campaign is a two way street, and that of the GM is equal to that of the player group, for he does all the grunt work to amuse them.

Now if it is just a seat-of-the-pants session, I have no problem shifting gears and dangling another carrot for the lads to chase after.

*Cheers,
Gary*

Do you ever do some work fleshing out a couple hooks then dangle them all before the players so they can choose what path to go down?

Col_Pladoh

Thursday, 1st March, 2007, 12:09 AM

Quote:

*Originally Posted by **Flexor the Mighty!***

Do you ever do some work fleshing out a couple hooks then dangle them all before the players so they can choose what path to go down?

:lol:

Most of the time I am GMing something other than a play-test of some module, I wing the whole adventure session, so the players are at complete liberty to do whatever their hearts desire. If it is something foolish, I enliven things a bit more than usual... :uhoh:

*Cheers,
Gary*

PapersAndPaychecks

Thursday, 1st March, 2007, 12:18 AM

Quote:

*Originally Posted by **Col_Pladoh***

Most of the time I am GMing something other than a play-test of some module, I wing the whole adventure session

Oh, that's interesting. When you say "wing", do you mean that much or most of it just comes out of your head as you go along? Or do you mean you lean primarily on your dice, your notes about the area and recycled encounters from other sessions? (I realise it'll probably be a mixture of the two, I'm asking about the emphasis.)

RFisher

Thursday, 1st March, 2007, 01:45 PM

Quote:

*Originally Posted by **PapersAndPaychecks***

At the end of the session, the group discusses its objectives for next session and hopefully agrees on a destination... and so the DM gets clued in: They're travelling to X-town, so I'll dig out my map of the Badlands of Y which are on the way, and I'd better bring the roster for Z's bandits...

But after a week to think about it, the players may have different thoughts about what they should do next than what they thought at the end of the last session.

Flexor the Mighty!

Thursday, 1st March, 2007, 01:49 PM

Quote:

*Originally Posted by **RFisher***

But after a week to think about it, the players may have different thoughts about what they should do next than what they thought at the end of the last session.

Sure, but if they decide to do a complete 180 and go in a totally unexpected direction without any advance warning what is the DM supposed to do? I know I don't have 4 separate adventures planned for every contingency. I can always wing it decently enough, but there has to be some willingness of the players to try out what the DM has prepped. I'm lucky I guess in that my players don't really think about the game much outside of the game night so I can usually have a solid idea what they want to do from the last session.

Col_Pladoh

Thursday, 1st March, 2007, 04:47 PM

Quote:

*Originally Posted by **PapersAndPaychecks***

Oh, that's interesting. When you say "wing", do you mean that much or most of it just comes out of your head as you go along? Or do you mean you lean primarily on your dice, your notes about the area and recycled encounters from other sessions? (I realise it'll probably be a mixture of the two, I'm asking about the emphasis.)

:cool:

Mainly off the top of my head. I rely on a map for general inspiration, but do not usually have any real notes at all, only pretend ones to make the players think the adventure has been planned. Of course my old-time regulars knew that wasn't the case, especially when they were returning to Greyhawk from the Land of Chin. as well as when dungeoneering, as all of them had seen the encounter notes page for one or more levels, single lines for each of 20 or so places on each level.

Dice assisted in that by indicating random encounters, what was encountered...if it fitted. Otherwise I would select the one that seemed right or make up something.

Cheers,
Gary

Col_Pladoh

Thursday, 1st March, 2007, 04:49 PM

Quote:

*Originally Posted by **RFisher***

But after a week to think about it, the players may have different thoughts about what they should do next than what they thought at the end of the last session.

Just so!

And if the session was compellunbg, there will be a lot of thought between the end of that adventure chapter and the beginning of the next. I know that applies to me too :eek:

Cheers,
Gary

Col_Pladoh

Thursday, 1st March, 2007, 04:52 PM

Quote:

*Originally Posted by **Flexor the Mighty!***

Sure, but if they decide to do a complete 180 and go in a totally unexpected direction without any advance warning what is the DM supposed to do? I know I don't have 4 separate adventures planned for every contingency. I can always wing it decently enough, but there has to be some willingness of the players to try out what the DM has prepped. I'm lucky I guess in that my players don't really think about the game much outside of the game night so I can usually have a solid idea what they want to do from the last session.

As a matter of fact...

As the leader of the player group in Jim Ward's *Metamorphosis Alpha* game campaign I just got an email this morning that urged me to a certain course of action because I had been ignoring the none-too-subtile hints given in the last session :lol:

Cheers,
Gary

green slime

Thursday, 1st March, 2007, 05:12 PM

Quote:

*Originally Posted by **Col_Pladoh***

As a matter of fact...

As the leader of the player group in Jim Ward's Metamorphosis Alpha game campaign I just got an email this morning that urged me to a certain course of action because I had been ignoring the none-too-subtile hints given in the last session :lol:

*Cheers,
Gary*

Yes, sometimes a little nudge is enough, other times, it takes a huge "road closed - use detour" sign.

Modin Godstalker

Thursday, 1st March, 2007, 05:14 PM

In regards to winging it, my old DM, (he was awesome), never planned out adventures. He would go completely off the cuff. If an NPC became significant, he would stat them out to the same detail as the characters. If there was such a thing as a professional DM, he could qualify. Didn't matter the genre or game system. Anything he DM'd was gold.

Some of the players would make attempts at DMing, but because they could not hold a candle to him, he always ended up DMing again.

Interesting to note, although he was a world class DM, he was a horrible player.

trollwad

Thursday, 1st March, 2007, 05:18 PM

colonel pladoh, the original 'cowboy dm'

Col_Pladoh

Thursday, 1st March, 2007, 05:26 PM

Quote:

*Originally Posted by **green slime***

Yes, sometimes a little nudge is enough, other times, it takes a huge "road closed - use detour" sign.

Playing in the Ma game environment is most harrowing, so when leaving what is a relatively secure movement base and strike out afoot into the unknown is a perilous undertaking that requires a blatant sign of some sort as far as I am concerned.

Cheers,
Gary

Col_Pladoh

Thursday, 1st March, 2007, 05:28 PM

Quote:

*Originally Posted by **Modin Godstalker***

In regards to winging it, my old DM, (he was awesome), never planned out adventures. He would go completely off the cuff. If an NPC became significant, he would stat them out to the same detail as the characters. If there was such a thing as a professional DM, he could qualify. Didn't matter the genre or game system. Anything he DM'd was gold.

Some of the players would make attempts at DMing, but because they could not hold a candle to him, he always ended up DMing again.

Interesting to note, although he was a world class DM, he was a horrible player.

Having such a person to run game sessions for you is indeed a blessing!

Cheers,
Gary

robertsconley

Thursday, 1st March, 2007, 05:35 PM

Quote:

*Originally Posted by **Flexor the Mighty!***

Sure, but if they decide to do a complete 180 and go in a totally unexpected direction without any advance warning what is the DM supposed to do? I know I don't have 4 separate adventures planned for every contingency. I can always wing it decently enough, but there has to be some willingness of the players to try out what the DM has prepped. I'm lucky I guess in that my players don't really think about the game much outside of the game night so I can usually have a solid idea what they want to do from the last session.

I can't speak for Gary, but I been DMing since 1979. The trick, for me, is that over the years is developing a "toolkit" of adventure elements that I can throw together to form a particular encounter.

The second part is just well... wargaming knowing how to run your game as a game and being somewhat good at it. What are the best tactics for a 6th level wizard, a 9th level fighter. What variations exist and their strengths and weakness.

This is why I keep returning to running my GURPS game as opposed to running D20. As I know this stuff for GURPS cold through years of playing.

Now how do YOU develop these abilities without spending 20 years of playing? Read, and read again, read about people, read about places, read history, read about acting, when you are at a movie look at how put it together, what made Lords of the Rings so good compared to others like Willow and other fantasy films. Star Wars versus other sci-fi films. Learn about story development, how novels develop plot.

Then play your game as a game. Make character and run them against monster. Work with a friend and see how various combos work. This way your ruleset now becomes a tool for you to use.

Looking back the biggest difference between the old-timers and recent gamers today was the old-timers background in wargames, most started with some type of wargame and then got into role-playing games.

Hope this helps.
Rob Conley

Col_Pladoh

Thursday, 1st March, 2007, 05:39 PM

Quote:

Originally Posted by **trollwad**

colonel pladoh, the original 'cowboy dm'

:lol:

At one of TSR's small cons--Autumn Revel, Winter Fantasy, and Spring Revel--a large contingent of the DMG group came to assist us in managing events. All they asked unb return is that I run an adventure for them on Sunday. I actually prepared a combined outdoor trek and dungeon crawl as its conclusion, had it in a manilla folder, and grabbed it early Sunday morning when I left home to travel some 35 miles to Lake Geneva and the convention.

About 10 AM I gathered the group of around eight players to a large round table and hauled out my books and the folder. Lo and behold! It was one filled with copies of inter-office memos regarding some company matter I have long since forgotten/

I gulped, began winging a play session that went on for about six hours. Only one person in the group suspected I was making up the whole adventure as I went along, that near the end of it. I told the players about how I had messed up and not brought the prepared material I had done especially for them, displayed the memo copies and so forth. They assured me that what I had DMed was excellent, kept them guessing and on edge throughout. That was most gratifying, as I was nervous about such a special session not being very special because of my error.

Cheers,
Gary

PapersAndPaychecks

Thursday, 1st March, 2007, 05:43 PM

Quote:

Originally Posted by **Col_Pladoh**

:cool:

Mainly off the top of my head. I rely on a map for general inspiration, but do not usually have any real notes at all, only pretend ones to make the players think the adventure has been planned. Of course my old-time regulars knew that wasn't the case, especially when they were returning to Greyhawk from the Land of Chin. as well as when dungeoneering, as all of them had seen the encounter notes page for one or more levels, single lines for each of 20 or so places on each level.

Dice assisted in that by indicating random encounters, what was encountered...if it fitted. Otherwise I would select the one that seemed right or make up something.

I've done that -- and I think every DM who's prepared to be honest will admit to it, at least occasionally. ;)

I've also done it in prepared or published modules. When the players are having too easy a time of it based on the text, I'll suddenly drop a challenging encounter on them -- preferably one I've thought about in advance, but I've certainly pulled more than a few of them out of my a\$\$ at near-zero notice. ;)

For larger dungeons, I've been known to run a Room Roster system. When this happens, I do flesh out maybe ten or a dozen rooms in the level at fixed points, but the rest of it is on a random table. I pregenerate a dozen sets of room contents. The players open the door into room 38, I roll a d12, up comes a "3". So I note that room 38 = room roster 3 (so it'll be the same next time they go in) and it all makes sense... that way I'm not needing to generate a load of content that isn't being used, and I can refresh the Room Roster later.

I'm also lazy with wand charges. I can't be bothered to keep track of them, so every time the player uses his or her wand, I roll a d20. If it comes up 1, I tell the player they're out of charges. Works like a charm.

Do you have similar tricks that you're prepared to share?

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Col_Pladoh

Thursday, 1st March, 2007, 06:05 PM

Hi PapersAndPaychecks,

Outside of the random tables, dungeon components etc. I have prepared over the years, most of which have been published when I wing it I try to suit the adventure to the players and their PCs.

As you note, keeping track of charges and missiles is a bother, so I make the players keep their own records. If I find one fudging the talley, the lot of whatever was being kept track of is lost to some unfortunate event.

I listen to what the players are saying about the adventure, and take inspiration from chance remarks...as I believe most other GMs are wont to do.

That's about all I can think of this close to lunch time :uhoh:

Cheers,
Gary

haakon1

Friday, 2nd March, 2007, 07:10 AM

Quote:

*Originally Posted by **Ron***

My plan is to keep the honor point and start tracking them to the ocidental characters to measure how they are seem by the oriental people. I was planing to jettison only the NWP, as I don't think they are particularly well designed and I would need some adaptation to give them to the western characters.

Remembering back to the late 1980s . . . I don't think we used the NWP's for much, but they were good for atmosphere, which I found important in OA. It would be neat to do something like a diplomatic dinner party at the cherry blossom festival, where the PC's have to use NWP's in poetry to compete to gain influence. Very difficult for a gaijin, though. :]

BTW, you've seen "Ran", right? Akira Kurosawa doing "MacBeth" in medieval Japan.

haakon1

Friday, 2nd March, 2007, 07:14 AM

Quote:

*Originally Posted by **Col_Pladoh***

Right you are. The peak of A/D&D was 1983-4. TSR's best marketing estimate of the audience in North America at that time was c. 5.5 million players, with a worldwide audience of over 8 million. Thus the many foreign language translations.

You are a gentleman and a scholar, Mr. Gygax. But we all knew that already. :)

Thanks for the info. I've been curious about this for decades.

haakon1

Friday, 2nd March, 2007, 07:22 AM

Quote:

*Originally Posted by **Col_Pladoh***

When I DM or play D&D rather than the LA game, it is always OD&D or OAD&D.

Do you consider the original Greyhawk/Lake Geneva/whatever you call it campaign still "active"? If so, is it on a particular date?

My campaigns (3 of them, all very slow moving, over e-mail, in Vermont once every few years, and in Seattle a few times a year) are all in spring 588 CY. Two groups are in Bissel, one in the wilderness headed for Dantredun, Blackmoor.

Another bit of curiosity: did you and Arneson ever play in each others' campaigns?

PapersAndPaychecks

Friday, 2nd March, 2007, 09:23 AM

Quote:

*Originally Posted by **Col_Pladoh***

The only dungeon I designed to be nearly impossible to defeat was the Tomb of Horrors. Failure to survive the others stems from bad luck, or more probably, bad dungeoneering skills.

Oh, that's interesting too. :)

My experience has been that experienced players can get through S1 without too many losses. Perhaps I DM it incorrectly, but my players have a habit (in heavily-trapped areas) of using summoned monsters, or the zombies of summoned monsters, or unseen servants or whatever, to open every door, walk down every corridor, explore every room and pick everything up... and learning what they face by watching to see how the summoned monsters die. :) This tactic seemed infallibly successful in S1.

Equally, my experience has been that G3 is the most challenging module I've ever run. Groups that made it through S1 without seeming to have a difficult time get stomped in Snurre's throne room... the geography of the dungeon seems to mean that the fire giant reinforcements are able to cut off the players' escape route, and once the rakshasas arrive, it's basically all over. Again, perhaps I DM it incorrectly. :)

dcas

Friday, 2nd March, 2007, 02:21 PM

Quote:

*Originally Posted by **haakon1***

BTW, you've seen "Ran", right? Akira Kurosawa doing "MacBeth" in medieval Japan.

Throne of Blood is Kurosawa's samurai MacBeth . . . and highly recommended by the way.

Col_Pladoh

Friday, 2nd March, 2007, 04:57 PM

Quote:

*Originally Posted by **haakon1***

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BTW, you've seen "Ran", right? Akira Kurosawa doing "MacBeth" in medieval Japan.

Gaijin or gwalo (spelling) in the Chin Empire's protocols, only Imperial favor can make such persons acceptable...

I have seen *Ran* and most of Kurosawa's other films. I got hooked on them when I was a young chap living in Chicage and sas *Seven Samurai* soon after I learned to play Shogi.

Cheers,
Gary

Col_Pladoh

Friday, 2nd March, 2007, 05:04 PM

Quote:

*Originally Posted by **haakon1***

You are a gentleman and a scholar, Mr. Gygax. But we all knew that already. :)

Thanks for the info. I've been curious about this for decades.

Actually, getting precise numbers of players is difficult, as it is impossible to survey a meaningful cross section of the game audience. About all one can do is take the sales of the GM's book, discount a percentage, then multiply by a number that represents the average gaming group size. Of course, for the D&D boxed game one had to do the same, discounting a percentage as never played, but without multiplying for group size.

It didn't hurt that sales of *Dragon* magazine were over 100K per issue with a pass-around factor of 4.5 persons per issue, so we know that there were over .5 million hardcore readers of that journal.

Cheers,
Gary

Henry

Friday, 2nd March, 2007, 05:05 PM

Gary, I have a quick side note: I sent you an e-mail to your genevaonline address approximately a week ago; is this still the correct address for you? Sorry to bother you, but I just wanted to see if you had received it.

Thank you!

Col_Pladoh

Friday, 2nd March, 2007, 05:06 PM

Quote:

*Originally Posted by **haakon1***

Do you consider the original Greyhawk/Lake Geneva/whatever you call it campaign still "active"? If so, is it on a particular date?

My campaigns (3 of them, all very slow moving, over e-mail, in Vermont once every few years, and in Seattle a few times a year) are all in spring 588 CY. Two groups are in Bissel, one in the wilderness headed for Dantredun, Blackmoor.

Another bit of curiosity: did you and Arneson ever play in each others' campaigns?

No.

As a matter of fact I ceased the campaign in 1985 when I severed all ties with TSR.

I have used it on occasion since, of course, but not for regular, ongoing play.

Cheers,
Gary

thedungeondelver

Friday, 2nd March, 2007, 05:08 PM

Quote:

Originally Posted by **Col_Pladoh**

Gaijin or gwalo (spelling) in the Chin Empire's protocols, only Imperial favor can make such persons acceptable...

I have seen Ran and most of Kurosawa's other films. I got hooked on them when I was a young chap living in Chicago and saw *Seven Samurai* soon after I learned to play Shogi.

Cheers,
Gary

Have you seen Kadokawa's *Chin Empire*? It's a bit more recent (1990 or 1991, IIRC). It is however very pretty. Lacks a lot of the subtext of a Kurosawa film but if you want to watch Samurai armies go at it you can't go wrong with that one.

Col_Pladoh

Friday, 2nd March, 2007, 05:09 PM

Quote:

Originally Posted by **PapersAndPaychecks**

Oh, that's interesting too. :)

My experience has been that experienced players can get through S1 without too many losses. Perhaps I DM it incorrectly, but my players have a habit (in heavily-trapped areas) of using summoned monsters, or the zombies of summoned monsters, or unseen servants or whatever, to open every door, walk down every corridor, explore every room and pick everything up... and learning what they face by watching to see how the summoned monsters die. ;) This tactic seemed infallibly successful in S1.

Equally, my experience has been that G3 is the most challenging module I've ever run. Groups that made it through S1 without seeming to have a difficult time get stomped in Snurre's throne room... the geography of the dungeon seems to mean that the fire giant reinforcements are able to cut off the players' escape route, and once the rakshasas arrive, it's basically all over. Again, perhaps I DM it incorrectly. ;)

I never allow summoning of monsters in the ToH, so the party that enters can not be reinforced along the way.

As for the G3 challenges, after the party has adventures through G1 and G2, the PCs should be powerful enough to manage the fire giants et al. ;)

Cheers,
Gary

dcas

Friday, 2nd March, 2007, 05:25 PM

Quote:

Originally Posted by **haakon1**

Another bit of curiosity: did you and Arneson ever play in each others' campaigns?

Haakon,

You might find the following interesting reading:

[Robilar Remembers: Journey to the City of the Gods](#)

Col_Pladoh

Friday, 2nd March, 2007, 05:26 PM

Quote:

Originally Posted by **Henry**

Gary, I have a quick side note: I sent you an e-mail to your genevaonline address approximately a week ago; is this still the correct address for you? Sorry to bother you, but I just wanted to see if you had received it.

Thank you!

Sorry, Henry, but I have not received it...or else it was deleted in one of my spam-slaying frenzies :eek:

Please resend priority, and the red exclamation mark will clue me that it is not to be dumped/

Cheers,
Gary

Col_Pladoh

Friday, 2nd March, 2007, 05:29 PM

Quote:

Originally Posted by **thedungeondelver**

*Have you seen Kadokawa's **HEAVEN AND EARTH**, Gary? It's a bit more recent (1990 or 1991, IIRC). It is however very pretty. Lacks a lot of the subtext of a Kurosawa film but if you want to watch Samurai armies go at it you can't go wrong with that one.*

Ah yes...

the struggle between the two Japanese nobles IIRR. There is a good deal ow warfare therein, and I enjoyed watching it twice on my big screen telly...even though Gail is not overly fond of such flicks :D

Cheers,
Gary

thedungeondelver

Friday, 2nd March, 2007, 05:55 PM

Quote:

Originally Posted by **Col_Pladoh**

Ah yes...

the struggle between the two Japanese nobles IIRR. There is a good deal ow warfare therein, and I enjoyed watching it twice on my big screen telly...even though Gail is not overly fond of such flicks :D

Cheers,
Gary

Yep! That's the one - Kagetora versus Takeda Shingen.

I'll bring you a DVD of it if you like.

Col_Pladoh

Friday, 2nd March, 2007, 08:31 PM

Quote:

Originally Posted by **thedungeondelver**

Yep! That's the one - Kagetora versus Takeda Shingen.

I'll bring you a DVD of it if you like.

:heh:

The DVE player we have is operably only by my wide...who is not much of a fan of such movies. Of course I would like to have a copy for viewing now and then, and for son Ernie to copy and put into his massive library of films and sporting events.

Ciao,
Gary

thedungeondelver

Friday, 2nd March, 2007, 09:00 PM

Quote:

Originally Posted by **Col_Pladoh**

:heh:

The DVE player we have is operably only by my wide...who is not much of a fan of such movies. Of course I would like to have a copy for viewing

now and then, and for son Ernie to copy and put into his massive library of films and sporting events.

Ciao,
Gary

Consider it sent. I copied my (now out of print) laserdisk to DVD long ago - I'll shoot you one tomorrow.

Col_Pladoh

Friday, 2nd March, 2007, 10:29 PM

Quote:

Originally Posted by **thedungeondelver**

Consider it sent. I copied my (now out of print) laserdisk to DVD long ago - I'll shoot you one tomorrow.

Thankee kindly :D

Ciao,
Gary

haakon1

Saturday, 3rd March, 2007, 09:44 AM

Quote:

Originally Posted by **Col_Pladoh**

I have seen Ran and most of Kurosawa's other films. I got hooked on them when I was a young chap living in Chicage and sas Seven Samurai soon after I learned to play Shogi.

Hey Gary, here's a question I don't remember anyone asking yet: what's you're favorite movie?

And in case it's not an obviously D&Dish movie, do you have a favorite in the swords & sorcery genre?

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Gary Gygax Q&A: Part XII

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Sir Elton

Saturday, 3rd March, 2007, 02:38 PM

Well, Gary, I downloaded the Menzter Red Box a while ago, and somebody gave me a copy of the (O)D&D cyclopedia. You can't get as simple as that. Well, except maybe the Blue and White books. :)

I've read somewhere to do simple D&D with your kids. At least, that's a quote on what you said. So, I stashed said products on one of my CDs and hope to introduce them to my offspring when they come of age (around 8 to 10, maybe I should expose them to He-Man cartoons first; that's what really got me connected to D&D).

RedFox

Saturday, 3rd March, 2007, 03:24 PM

Wow. I'm new here, so forgive me if this has been asked before. I think it's incredibly cool of you to field questions like this though. Thank you!

I'm a new-time DM, having just run his first two game sessions of D&D. I came into the hobby with AD&D 1st Edition, but never got to play back-when (just got to oggle the books), and re-entered the hobby with actual play in the mid-90's with White Wolf stuff. So I'm not very experienced with D&D, which has a much different play-style than other RPGs I'm used to.

Do you have any advice for a newbie DM such as myself?

Col_Pladoh

Saturday, 3rd March, 2007, 05:56 PM

Quote:

*Originally Posted by **haakon1****Hey Gary, here's a question I don't remember anyone asking yet: what's you're favorite movie?**And in case it's not an obviously D&Dish movie, do you have a favorite in the swords & sorcery genre?*

Picking a favorite film is quite an impossoible task for me. I can give you a list of some of the flicks I always enjoy watching though :cool:

In no particular order:

Harry Potter films
The Rings Trilogy
The Deep
Zulu
Emperor of the North Pole
King Kong (1938 version only)
Godfather Trilogy
Enter the Dragon
Flesh and Blood
Dances with Wolves
Zardoz
Alien (first film only)
The Thing (original version only)

There are some others than don't spring to mind now, but the above are a good sampling of the films I really enjoy

Cheerio,
Gary

gideon_thorne

Saturday, 3rd March, 2007, 05:58 PM

Quote:

*Originally Posted by **Col_Pladoh****Zulu*

chuckles You and my dad. I can't even count how many times I have seen Zulu and Zulu Dawn. He's got to dig em both out any time anyone new comes over. ^_~

Col_Pladoh

Saturday, 3rd March, 2007, 06:07 PM

Quote:

Originally Posted by **gideon_thorne**

**chuckles* You and my dad. I can't even count how many times I have seen Zulu and Zulu Dawn. He's got to dig em both out any time anyone new comes over. ^_~^*

Gail finds other amusement when I watch most of those flicks...

Zulu is near the very top of my list, and I think it more entertaining than Zulu Dawn.

Good old Jeff Perren has a 30mm scale model of Roarke's Drift, the Zuku warrior and British infantry figurines in the same scale. What a fun recreation to play!

Cheers,
Gary

gideon_thorne

Saturday, 3rd March, 2007, 06:26 PM

Quote:

Originally Posted by **Col_Pladoh**

Good old Jeff Perren has a 30mm scale model of Roarke's Drift, the Zuku warrior and British infantry figurines in the same scale. What a fun recreation to play!

*Cheers,
Gary*

Now that would be interesting to look at. My dad and I used to make such things back in the day as well.

Col_Pladoh

Saturday, 3rd March, 2007, 06:41 PM

Quote:

Originally Posted by **Sir Elton**

Well, Gary, I downloaded the Menzter Red Box a while ago, and somebody gave me a copy of the (O)D&D cyclopedia. You can't get as simple as that. Well, except maybe the Blue and White books. ;)

I've read somewhere to do simple D&D with your kids. At least, that's a quote on what you said. So, I stashed said products on one of my CDs and hope to introduce them to my offspring when they come of age (around 8 to 10, maybe I should expose them to He-Man cartoons first; that's what really got me connected to D&D).

Actually, if your kinder enjoy fantasy...and most children do...you can make up a simple game using just a couple of different kinds of dice and some plastif figures. Story adventures where they are the heroes, have aarmor that absorbs most hit damage, deal out fell blows with their weeweapons, perhaps gain some simple magic items allowing invisibility, magic missiles, etc. are a good way to start off with children of around 5 to 7 years of age.

Cheers,
Gary

Col_Pladoh

Saturday, 3rd March, 2007, 06:51 PM

Quote:

Originally Posted by **RedFox**

Wow. I'm new here, so forgive me if this has been asked before. I think it's incredibly cool of you to field questions like this though. Thank you!

I'm a new-time DM, having just run his first two game sessions of D&D. I came into the hobby with AD&D 1st Edition, but never got to play back-when (just got to oggle the books), and re-entered the hobby with actual play in the mid-90's with White Wolf stuff. So I'm not very experienced with D&D, which has a much different play-style than other RPGs I'm used to.

Do you have any advice for a newbie DM such as myself?

That's a difficult thing to do succinctly, but here are some salient tings a GM must do to have a successful campaign:

Pay attention to what the player group finds most interesting, and provide adventures that reflect this preference.

Do not let the rules get in the way of play; be the arbiter of the game so that the adventure continues on without unnecessary interruptions, and the immersion of the players in the milieu remains complete.

Do not make the group face impossible challenges, and keep the rewards as reasonable as possible (that is modest), so that there is always something more to seek after.

Well developed villains are usually very compelling to players, and the longer these antagonists remain alive and thwarting the PCs, the more exciting the adventures.

Mix up the adventure settings so that play is not always in the same sort of place. A town adventure leads to a wilderness trek, that brings the party to a subterranean setting for example. From there they might have a waterborne or aerial mission.

Cheers,
Gary

Col_Pladoh

Saturday, 3rd March, 2007, 06:53 PM

Quote:

*Originally Posted by **gideon_thorne***

Now that would be interesting to look at. My dad and I used to make such things back in the day as well.

If you have retained any of such gaming sets, by all means bring same to the LGGC, and you, Mick, and I can round up a fourth and have at it!

Cheers,
Gary

rossik

Saturday, 3rd March, 2007, 07:47 PM

Quote:

*Originally Posted by **Col_Pladoh***

...keep the rewards as reasonable as possible (that is modest)...

like what, mr gygax?

RedFox

Saturday, 3rd March, 2007, 08:37 PM

Quote:

*Originally Posted by **Col_Pladoh***

That's a difficult thing to do succinctly, but here are some salient things a GM must do to have a successful campaign:

Thank you. That's good, solid advice. I've heard or read pretty much all of that before but that makes it no less useful. :)

Col_Pladoh

Saturday, 3rd March, 2007, 10:58 PM

Quote:

*Originally Posted by **rossik***

like what, mr gygax?

Potions and scrolls as appropriate, those mainly of the healing sort. When magic items of greater value are in order, keep them low initially, and only as the PCs rise in level should the power of such objects rise--say at 4th level, 8th level, 12th level, etc.

Watch out giving potent magic items to NPCs and monsters to use, for the PCs usually end up with them.

Cheers,
Gary

Col_Pladoh

Saturday, 3rd March, 2007, 10:59 PM

Quote:

*Originally Posted by **RedFox***

Thank you. That's good, solid advice. I've heard or read pretty much all of that before but that makes it no less useful. :)

Heh...

See also above.

Anyway, as Solomon said, "There is nothing new under the sun."

Cheers,
Gary

gideon_thorne

Sunday, 4th March, 2007, 03:33 AM

Quote:

Originally Posted by **Col_Pladoh**

If you have retained any of such gaming sets, by all means bring same to the LGGC, and you, Mick, and I can round up a fourth and have at it!

Cheers,
Gary

I surely wish I did. But that was a long time ago and in a galaxy far away. But hey, there is always tiddlywinks. ^_^

Col_Pladoh

Sunday, 4th March, 2007, 06:01 PM

Quote:

Originally Posted by **gideon_thorne**

I surely wish I did. But that was a long time ago and in a galaxy far away. But hey, there is always tiddlywinks. ^_^

Blast!

As one who as lost far too many games and accessories over the years, I can not fault you. For example all of my WW II HO scale US men and vehicles, including a number of conversionsm are lost as are the earlier 54 mm figurines and vehicles--two M4 Shermans, an M5 Stewart, and a White half-track with a quad .50 caliber AA gun mounted in the back. Then there is the 40mm scale medieval peasants cottage and barn I scratch build, adding a commercial coivered well, apple and what looked like an oak tree to the boards to which I had them affixed.

Cheers,
Gary

gideon_thorne

Sunday, 4th March, 2007, 11:16 PM

Quote:

Originally Posted by **Col_Pladoh**

Blast!

As one who as lost far too many games and accessories over the years, I can not fault you. For example all of my WW II HO scale US men and vehicles, including a number of conversionsm are lost as are the earlier 54 mm figurines and vehicles--two M4 Shermans, an M5 Stewart, and a White half-track with a quad .50 caliber AA gun mounted in the back. Then there is the 40mm scale medieval peasants cottage and barn I scratch build, adding a commercial coivered well, apple and what looked like an oak tree to the boards to which I had them affixed.

Cheers,
Gary

Well, what we used to do was buy those HO scale plastic WW II miniatures and build a diorama. When we got tired of one, we would break that one down, reuse the mesh and various bits and bobs, mix up some new paper mache, sand, et al and build a new set up.

We also used to assemble castles out of old cardboard boxes. Great for those ral partha mini's. ^_^

haakon1

Monday, 5th March, 2007, 07:33 AM

Quote:

Originally Posted by **Col_Pladoh**

Zulu

Zulu is what popped for me from this list. Great movie, and great gaming scenario.

I've been told the best scenario I ever DM'd was a counterattack on the Keep on the Borderlands by the denizens of the Caves of Chaos. An epic battle ~160 rounds long, which ended in the great hall of the Keep'd donjon (as I redrew the Keep), with the last few zombies and skeletons pushing back burning tables barricading the bashed down remains of the great doors. Wow, was that fun.

And of course, the Helms Deep battle is my favorite part of the LOTR movies.

I guess the original movie version of such tales might be Gunga Din or Fort Apache in the 1930s, but Zulu did it oh so well.

Hmmm, half the movies listed are great fun, whereas half I've never seen, and some I've never even heard of. Zardoz, eh? I fought alongside a PC with that name once. We got TPK'd. :D

Kevin Mayle

Monday, 5th March, 2007, 08:38 AM

Hi Gary, Do you recall what Dave Sutherland based the demon idol statue on the cover of the original Player's Handbook on?

Dear Gary,

Do you recall how you had intended the assassination to work for an assassin? Did you intend the rules to say that the assassin always hits (as long as surprise is won), and that normal damage is taken even if the assassination attempt fails? Or did you mean to say the assassin must hit by rolling before he could attempt to assassinate?

Also, when an assassin wins surprise, does he only get 1 segment of surprise to attempt to assassinate, or all the segments he wins (ex. an assassin wins 3 segs. of surprise on a target, would he get only 1 of those 3 to attempt to assassinate, and attack normally for the other 2, get only 1 attack for that sequence of surprises, or something different).

Also, can an assassination be conducted using a missile attack (as long as the assassin wins surprise)?

I have read some who claim that the assassination attempt was meant to be a "plan" handed to the DM that is rolled for (as long as the plan is sound). A single role that shows if the overall plan worked (ex. the plan to hide above in a tree that overhangs a road, as a passing noble rides by, drop down from above attacking with a dagger to assassinate. This would be considered a single assassination attempt, rather than a role to climb, a role to HIS, a role to see if the noble happens to be on the wrong side of the road etc.).

Thanks for taking the time to answer such questions. Keep well!
:) Tx7321

Col_Pladoh

Monday, 5th March, 2007, 04:13 PM

Quote:

*Originally Posted by **gideon_thorne***

Well, what we used to do was buy those HO scale plastic WW II miniatures and build a diorama. When we got tired of one, we would break that one down, reuse the mesh and various bits and bobs, mix up some new paper mache, sand, et al and build a new set up.

We also used to assemble castles out of old cardboard boxes. Great for those ral partha mini's. ^_^

Speaking of scale models...

In the rear garden of the old Gargoyle, Royal Steak House, owned by one Paul Junker, there were three miniature castles built of actual stone blocks. They were perfect, about HO scale, maybe a bit larger, as they stood about three feet high.

When Junker died Leo Bischoff acquired the place, and as the garden was rather neglected, he refurbished it, took out the castles. I was sick when I discovered that, as they were just trashed, I would gladly have taken them down and salvaged these beauties :)

Cheers,
Gary

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Gary Gygax Q&A: Part XII

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Col_Pladoh

Monday, 5th March, 2007, 04:18 PM

Quote:

*Originally Posted by **haakon1****Zulu is what popped for me from this list. Great movie, and great gaming scenario.**I've been told the best scenario I ever DM'd was a counterattack on the Keep on the Borderlands by the denizens of the Caves of Chaos. An epic battle ~160 rounds long, which ended in the great hall of the Keep'd donjon (as I redrew the Keep), with the last few zombies and skeletons pushing back burning tables barricading the bashed down remains of the great doors. Wow, was that fun.**And of course, the Helms Deep battle is my favorite part of the LOTR movies.**I guess the original movie version of such tales might be Gunga Din or Fort Apache in the 1930s, but Zulu did it oh so well.**Hmmm, half the movies listed are great fun, whereas half I've never seen, and some I've never even heard of. Zardoz, eh? I fought alongside a PC with that name once. We got TPK'd. :D*

Zardoz was not a widely liked film despite it having Sean Connery as the lead. It is a post-apocalyptic SF work.

Add to the list of my favorites:

Seven Samurai
Ten Little Indians (b&w)

Cheers,
Gary

Col_Pladoh

Monday, 5th March, 2007, 04:20 PM

Quote:

*Originally Posted by **Kevin Mayle****Hi Gary, Do you recall what Dave Sutherland based the demon idol statue on the cover of the original Player's Handbook on?*

The illustration to which you refer was done by Dave Trampier, one of my favorite artists.

Tramp had a most fertile imagination, and I suspect the inspiration for the idol was a Baal idol of the Carthaginians or other Phoenicians.

Cheers,
Gary

Col_Pladoh

Monday, 5th March, 2007, 04:27 PM

Quote:

*Originally Posted by **tx7321****Dear Gary,**Do you recall how you had intended the assassination to work for an assassin? Did you intend the rules to say that the assassin always hits (as long as surprise is won), and that normal damage is taken even if the assassination attempt fails? Or did you mean to say the assassin must hit by rolling before he could attempt to assassinate?**Also, when an assassin wins surprise, does he only get 1 segment of surprise to attempt to assassinate, or all the segments he wins (ex. an assassin wins 3 segs. of surprise on a target, would he get only 1 of those 3 to attempt to assassinate, and attack normally for the other 2, get only 1 attack for that sequence of surprises, or something different).**Also, can an assassination be conducted using a missile attack (as long as the assassin wins surprise)?**I have read some who claim that the assassination attempt was meant to be a "plan" handed to the DM that is rolled for (as long as the plan is sound). A single role that shows if the overall plan worked (ex. the plan to hide above in a tree that overhangs a road, as a passing noble rides by, drop down from above attacking with a dagger to assassinate. This would be considered a single assassination attempt, rather than a role to climb, a role to HIS, a role to see if the noble happens to be on the wrong side of the road etc.).**Thanks for taking the time to answer such questions. Keep well!
:) Tx7321*

The "plan" method is closest to the intent of how an assassin operates. If the attempt is against an NPC, the player whose character is the assassin can explain aloud to the DM what his character is doing. The chance for a success in the plan is the percentage given. If a spur of the moment attempt is made, surprise must be gained for an attempt to have a change of success, Failure to succeed, or gain surprise, means that damage is normal for the weapon being used.

Surprise for an assassination attempt is the number of segments, up to three, needed to make the attempt,

That's the best of my recollection.

Cheers,
Gary

thedungeondelver

Tuesday, 6th March, 2007, 07:59 PM

Speaking of illustrations, Gary...behold!

<http://www.thedelveordungeon.com/potions.jpg>

That's a bottle of sherry and a bottle of port up front - and they're all yours.

We'll probably hit the winery one more time and double or treble the number of bottles of Vintner's Red before we head up this summer.

Appetite whet, yet? :D

thedungeondelver

Tuesday, 6th March, 2007, 08:04 PM

Speaking of Spirits, also...

I'd read a third hand account of you engaging in a game of **C XAh e C** that's so, what do you think of the setting and rules, and was it a one-off only or is it something you find yourself wanting to revisit?

Col_Pladoh

Tuesday, 6th March, 2007, 08:17 PM

Quote:

*Originally Posted by **thedungeondelver***

Speaking of illustrations, Gary...behold!

<http://www.thedelveordungeon.com/potions.jpg>

That's a bottle of sherry and a bottle of port up front - and they're all yours.

We'll probably hit the winery one more time and double or treble the number of bottles of Vintner's Red before we head up this summer.

Appetite whet, yet? :D

Whoa! Great pic.

You are too kind and generous. Thanks. I have indeed a taste for port and nuts for dessert, and some dry sherry as an appertif...or a sweet/cream sherry as a desert wine.

Speaking of wineries, there was one here...and it offered the most dreadful fruit and like sweet vintages imaginable. It didn't last more than a few years.

Cheers,
Gary

Col_Pladoh

Tuesday, 6th March, 2007, 08:21 PM

Quote:

*Originally Posted by **thedungeondelver***

Speaking of Spirits, also...

*I'd read a third hand account of you engaging in a game of **EXALTED**. If that's so, what do you think of the setting and rules, and was it a one-off only or is it something you find yourself wanting to revisit?*

:lol:

Yet another of the many things attributed to me that are fictitious :confused:

As a matter of fact I have never heard of **C XAh e C** before reading your post :confused:

Cheers,
Gary

thedungeondelver

Tuesday, 6th March, 2007, 08:24 PM

Quote:

*Originally Posted by **Col_Pladoh***

Whoa! Great pic.

You are too kind and generous. Thanks. I have indeed a taste for port and nuts for dessert, and some dry sherry as an appetif...or a sweet/cream sherry as a desert wine.

Speaking of wineries, there was one here...and it offered the most dreadful fruit and like sweet vintages imaginable. It didn't last more than a few years.

*Cheers,
Gary*

HMM! Well I'll steer you clear of the Vintner's Red then, as it tends towards a sweeter taste. They have a dry Castillo Red I'll pick up a few bottles of.

thedungeondelver

Tuesday, 6th March, 2007, 08:26 PM

Quote:

*Originally Posted by **Col_Pladoh***

:lol:

Yet another of the many things attributed to me that are fictitious :confused:

*As a matter of fact I have never heard of **EXALTED** before reading your post :confused:*

*Cheers,
Gary*

Ah so! It's one of White Wolf's offerings. Heavy asian influence, where the characters begin as super-beings (and work up from there).

As games go it's not the o b rsthing White Wolf has done...

Col_Pladoh

Tuesday, 6th March, 2007, 09:40 PM

Speaking of worsts...

Some of the old-time locals, women by and large, made elderberry, and dandelion wine. What awful stuff, with a headache the size of the gallon jugs they came in. However, my friend Tom Keogh and I viewed the many bottles and jugs of 20 or so year old homemade wines and came up with an idea,

Tom Keogh got copper tubing that fit perfectly into the vent of the deep well cooker on the old stove at my parents placem bent it into a long coil. Into the cooker went wine, a cold rag was kept wrapped around the tubing, and soon out dripped a pale-colored liquid that was about 70 proof and didn't taste at all bad.

In all I supplied such tittle to our club group that met in the attic of my house and to a group of high school lads guarding the homecoming bonfire--two gallons were swilled down and there was a large tire placed up on one of the light poles for the field by a daring, if inebriated "guardian."

(When someone cleared out his family mansion nearby--he was a friend of my grandparents--he had our family and my uncle's come and clear the basement of scores of gallon jugs and quart bottles of such home brew, including some pretty fair fruit brandies that I managed to swipe a few of. Of course i was only about age 13 then the hoard went into our basement. Some few containers were still left when I was in my early 20s...mostly vinegarized :eek:)

Cheers,
Gary

dcas

Tuesday, 6th March, 2007, 09:43 PM

Quote:

*Originally Posted by **thedungeondelver***

HMM! Well I'll steer you clear of the Vintner's Red then, as it tends towards a sweeter taste. They have a dry Castillo Red I'll pick up a few bottles of.

You may give the Vintner's Red to me, then, as I have not forgotten my Germanic heritage and so have a taste for sweet wines. :lol:

Col_Pladoh

Tuesday, 6th March, 2007, 09:54 PM

Quote:

*Originally Posted by **dcas***

You may give the Vintner's Red to me, then, as I have not forgotten my Germanic heritage and so have a taste for sweet wines. :lol:

:mad:

As a Switzer all I can say about trochenbern ausschläser (sp?) and the lesser "mit predicate" wines from the wrong side of the Rhine is :uhoh:

Cheerio,
Gary

thedungeondelver

Tuesday, 6th March, 2007, 10:01 PM

Quote:

*Originally Posted by **dcas***

You may give the Vintner's Red to me, then, as I have not forgotten my Germanic heritage and so have a taste for sweet wines. :lol:

Only if you show up in June at Gary's house to get a bottle, son! :D

thedungeondelver

Tuesday, 6th March, 2007, 10:03 PM

Quote:

*Originally Posted by **Col_Pladoh***

Speaking of worsts...

Some of the old-time locals, women by and large, made elderberry, and dandelion wine. What awful stuff, with a headache the size of the gallon jugs they came in. However, my friend Tom Keogh and I viewed the many bottles and jugs of 20 or so year old homemade wines and came up with an idea,

Tom Keogh got copper tubing that fit perfectly into the vent of the deep well cooker on the old stove at my parents place bent it into a long coil. Into the cooker went wine, a cold rag was kept wrapped around the tubing, and soon out dripped a pale-colored liquid that was about 70 proof and didn't taste at all bad.

In all I supplied such tippie to our club group that met in the attic of my house and to a group of high school lads guarding the homecoming bonfire--two gallons were swilled down and there was a large tire placed up on one of the light poles for the field by a daring, if inebriated "guardian."

(When someone cleared out his family mansion nearby--he was a friend of my grandparents--he had our family and my uncle's come and clear the basement of scores of gallon jugs and quart bottles of such home brew, including some pretty fair fruit brandies that I managed to swipe a few of. Of course I was only about age 13 then the hoard went into our basement. Some few containers were still left when I was in my early 20s...mostly vinegarized :eek:)

*Cheers,
Gary*

Steve Sobering (yes, that's really his last name) who is a dear friend of mine did some home winemaking. I cleverly thought "Aha, I'll keep a few bottles over the years for a special occasion...!"

I found out to my dismay that the "special occasion" had best be paint removal or weed-killing as two bottles of are quite vinegarized!

thedungeondelver

Tuesday, 6th March, 2007, 10:05 PM

Gary, to steer this conversation so as to allay suspicions that we're a group of alkaliphlo-HIC- group of alkalaskkals-HIC A BUNHCA DRUNKS...

Have you read the H C N A M C O F the H C B Y E S C A and if so what did you think?

Hypersmurf

Wednesday, 7th March, 2007, 01:46 AM

Gary - in *Saga of Old City*, Gord at one point plays a card game, with coloured cards including Crown, Coffin, Sword, Spear, Bow, Horsehead, Dwarf, Elf, Thief, Priest, Sigil, Tower, and Gate. Combinations include the Host, Allied Host, Mage, Archmage, and Five Towers, detailed in the scene.

Did you ever create this game in full detail, and play it? Are there ranked lists of combinations available anywhere?

Do all cards appear in all colours? (From memory, the text implies multiple Coffers and Gates exist, for example, but refers to 'The Thief' - are there Thieves in Red, Green, Blue, White, and Black, or just the one?)

-Hyp.

ColonelHardisson

Wednesday, 7th March, 2007, 03:38 AM

Quote:

*Originally Posted by **Col_Pladoh***

King Kong (1938 version only)

That was 1933, actually.

I have a film degree. I need to make use of it *once* in a while...

Col_Pladoh

Wednesday, 7th March, 2007, 04:20 PM

Quote:

*Originally Posted by **thedungeondelver***

Only if you show up in June at Gary's house to get a bottle, son! :D

Of course David will be welcome too :cool:

Cheers,
Gary

Col_Pladoh

Wednesday, 7th March, 2007, 04:24 PM

Quote:

*Originally Posted by **thedungeondelver***

Steve Sobering (yes, that's really his last name) who is a dear friend of mine did some home winemaking. I cleverly thought "Aha, I'll keep a few bottles over the years for a special occasion...!"

I found out to my dismay that the "special occasion" had best be paint removal or weed-killing as two bottles of are quite vinegarized!

:eek:

Some vinegarized wine is good for cooking--mainly making salad dressing and to add a bit of tang to stew.

Cheers,
Gary

Col_Pladoh

Wednesday, 7th March, 2007, 04:39 PM

Quote:

*Originally Posted by **thedungeondelver***

Gary, to steer this conversation so as to allay suspicions that we're a grup of alkakighlo-HIC- grup of alkalaskkals-HIC A BUNHCA DRUNKS...

*Have you read **THE NAME OF THE ROSE** by Eco and if so what did you think?*

Heh-heh-heh,

It is better to keep a low profile in that regard... :heh:

As a matter of fact I did pick up *The Name of the Rose*, and managed to fight my way through it. Somehow Umberto's prose was less than compelling reading for me. I was hoping the experience would be otherwise, but at least I got in a lot of nap time.

I have foind I enjoy alternate histories a great deal. I just finished *1901* by Robert Conroy. There are a lot of holes in the yarn, but it made for an exciting read nonetheless, so I plan to pick up *1862* and *1945* when it is released in May. Meantime I have some Biblical archeology zines to read, an excellent issue of *At the Lake*, with Civil War correspondence and an article on a Mormon that was crowned king. The magazine covers this local area, and I know one of the chaps that publishes it. In between I'll be perusing Samuel Johnson's Dictionary.

Cheers,
Gary

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Gary Gygax Q&A: Part XII

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gideon_thorne

Wednesday, 7th March, 2007, 04:44 PM

Quote:

*Originally Posted by Col_Pladoh**I have foind I enjoy alternate histories a great deal. I just finished 1901 by Robert Conroy.*

You'd enjoy the works of David Gemmell then. Most of his writings theme alternate histories in paralell worlds. ^_^

Col_Pladoh

Wednesday, 7th March, 2007, 04:46 PM

Quote:

*Originally Posted by Hypersmurf**Gary - in Saga of Old City, Gord at one point plays a card game, with coloured cards including Crown, Coffer, Sword, Spear, Bow, Horsehead, Dwarf, Elf, Thief, Priest, Sigil, Tower, and Gate. Combinations include the Host, Allied Host, Mage, Archmage, and Five Towers, detailed in the scene.**Did you ever create this game in full detail, and play it? Are there ranked lists of combinations available anywhere?**Do all cards appear in all colours? (From memory, the text implies multiple Coffers and Gates exist, for example, but refers to 'The Thief' - are there Thieves in Red, Green, Blue, White, and Black, or just the one?)**-Hyp.*

Hi!

As a matter of fact I have been asked about the game of plaques before. When I was writing the tale I made notes of for dramatic effect only, so I did not create a whole game.

The colored plaques are noted in the story. The Thief and some other like ones are singular and in black...IIRR.

If you venture to create a whole game from the information in the yarn, feel free to embellish as you find suitable, and do please send me a copy of it.

Cheerio,
Gary

Col_Pladoh

Wednesday, 7th March, 2007, 04:52 PM

Quote:

*Originally Posted by gideon_thorne**You'd enjoy the works of David Gemmell then. Most of his writings theme alternate histories in paralell worlds. ^_^*

I believe that I have read one of Gemmell's books, but possioibly I am confusing him with Harry Turtledove.

The alternate history of the Civil War in a trilogy that Newt Gingrich wrote was outstanding.

Cheerio,
Gary

thedungeondelver

Wednesday, 7th March, 2007, 11:07 PM

Quote:

*Originally Posted by Col_Pladoh**Hi!**As a matter of fact I have been asked about the game of plaques before. When I was writing the tale I made notes of for dramatic effect only, so I did not create a whole game.**The colored plaques are noted in the story. The Thief and some other like ones are singular and in black...IIRR.*

If you venture to create a whole game from the information in the yarn, feel free to embellish as you find suitable, and do please send me a copy of it.

Cheerio,
Gary

You know it isn't that hard to envision. I see a game like poker where certain pairs and upward combinations of like card faces have higher values. For real fun twists, given the fantastical nature of the game you could even throw in "Fizzbin" like rules - e.g., if Luna is Ascendent and it's Growfest, Two Towers and one Sword beats Four Elves, etc. etc.

Of course I'm no game designer but I'd play. :D

gideon_thorne

Wednesday, 7th March, 2007, 11:17 PM

Quote:

Originally Posted by **Col_Pladoh**

I believe that I have read one of Gemmell's books, but possibly I am confusing him with Harry Turtledove.

The alternate history of the Civil War in a trilogy that Newt Gingrich wrote was outstanding.

Cheerio,
Gary

Turtledove does some cool stuff. But Gemmell tends to focus on a wide variety of different eras. His works range from the early greek to the post apocalyptic.

Col_Pladoh

Wednesday, 7th March, 2007, 11:19 PM

Quote:

Originally Posted by **thedungeondelver**

You know it isn't that hard to envision. I see a game like poker where certain pairs and upward combinations of like card faces have higher values. For real fun twists, given the fantastical nature of the game you could even throw in "Fizzbin" like rules - e.g., if Luna is Ascendent and it's Growfest, Two Towers and one Sword beats Four Elves, etc. etc.

Of course I'm no game designer but I'd play. :D

Even if plastic were to be substituted for the ivory when making the plaques, the cost of making the game would be prohibitive. Of course regular-sized playing cards could be produced with the correct artwork for the game. Sadly that would still cost an arm and a leg...one of the reasons I did not attempt to create a working game when I wrote the story.

Cheers,
Gary

Hypersmurf

Wednesday, 7th March, 2007, 11:23 PM

Quote:

Originally Posted by **Col_Pladoh**

Of course regular-sized playing cards could be produced with the correct artwork for the game.

I'm on it.

-Hyp.

John Drake

Thursday, 8th March, 2007, 12:11 AM

Quote:

Originally Posted by **gideon_thorne**

Turtledove does some cool stuff. But Gemmell tends to focus on a wide variety of different eras. His works range from the early greek to the post apocalyptic.

I did begin reading one of Gemmell's novels, albeit a fantasy one. Turtledove did an outstanding alternative history series dealing with WW2. Sam Yeager rocks! Btw, Gary, just curious if you have heard anything about the animated Dragonlance movie that is being made right now? Thanks Gary!

ColonelHardisson

Thursday, 8th March, 2007, 02:55 AM

Quote:

*Originally Posted by **Col_Pladoh***

I have found I enjoy alternate histories a great deal.

I enjoyed S.M. Stirling's "The Peshawar Lancers" quite a bit. There's a nifty appendix in the back which details the divergence points between the book's history and ours. Plus it has a hero named Athelstane King, which might ring a bell if you've ever read Talbot Mundy's "King of the Khyber Rifles." Rung ho!

Sir Elton

Thursday, 8th March, 2007, 05:37 AM

I was running a Space Opera "one-off." At the end of the "blow up the space pirates" encounter, I felt that I needed to have a little fun, and take the Space Opera a lot less seriously. I put in everybody's favorite (what are those things called) robot: Marvin the Server.

He would constantly tell the PCs how dull life is for a robot with an I.Q. of 10,000 (his Int stat is 25, actually). Then one of the PCs ordered a Pan Galactic Gargle Blaster. You heard right, a Pan Galactic Gargle Blaster.

She drank it and yelled "WOW!" and was instantly inebriated.

We had a lot of fun not taking the game seriously! :D

I thought you might get a real kick out of that one, Gary.

Col_Pladoh

Thursday, 8th March, 2007, 05:18 PM

Quote:

*Originally Posted by **John Drake***

I did begin reading one of Gemmel's novels, albeit a fantasy one. Turtledove did an outstanding alternative history series dealing with WW2. Sam Yeager rocks! Btw, Gary, just curious if you have heard anything about the animated Dragonlance movie that is being made right now? Thanks Gary!

I have just ordered 1862 as well as books II and III in the Grail Quest series by Cornwell. Those additions to the pile of publications to be read will keep me busy for a few weeks.

I know nothing of the DL animated film, but if it is any good it should bring a modicum of interest in FRPGS,,hopefully not the CRPG sorts.

Cheers,
Gary

Col_Pladoh

Thursday, 8th March, 2007, 05:20 PM

Quote:

*Originally Posted by **ColonelHardisson***

I enjoyed S.M. Stirling's "The Peshawar Lancers" quite a bit. There's a nifty appendix in the back which details the divergence points between the book's history and ours. Plus it has a hero named Athelstane King, which might ring a bell if you've ever read Talbot Mundy's "King of the Khyber Rifles." Rung ho!

I'll look that up on Amazon after I sign off here, thanks :)

Cheers,
Gary

P.S. Book ordered and shipping on the 12th or sooner.

Col_Pladoh

Thursday, 8th March, 2007, 05:24 PM

Quote:

*Originally Posted by **Sir Elton***

I was running a Space Opera "one-off." At the end of the "blow up the space pirates" encounter, I felt that I needed to have a little fun, and take the Space Opera a lot less seriously. I put in everybody's favorite (what are those things called) robot: Marvin the Server.

He would constantly tell the PCs how dull life is for a robot with an I.Q. of 10,000 (his Int stat is 25, actually). Then one of the PCs ordered a Pan Galactic Gargle Blaster. You heard right, a Pan Galactic Gargle Blaster.

She drank it and yelled "WOW!" and was instantly inebriated.

We had a lot of fun not taking the game seriously! :D

I thought you might get a real kick out of that one, Gary.

Indeed :cool:

It calls to mind an organic computer I have placed in the Lejendary AsteRogues Fantastical Science RPG's campaign base setting. She is named Miss Know-it-All and was both bossy to the Avatar group in general and possessive of one of the males therein/ Ah, love...

:lol:
Gary

haakon1

Friday, 9th March, 2007, 08:17 AM

Quote:

*Originally Posted by **Col_Pladoh***

*As a matter of fact I did pick up *The Name of the Rose*, and managed to fight my way through it. Somehow Umberto's prose was less than compelling reading for me. I was hoping the experience would be otherwise, but at least I got in a lot of nap time.*

I agree it's awfully boring. "Foucault's Pendulum", though, by the same author amused me. Perhaps because I was working in Yellowstone National Park at the time, with few books and no TV or radio signals. :) Or just because the concept of someone making up the most ridiculous religious conspiracy theory he can think of and writing a book that people then take seriously amused me.

I wonder if Dan Brown read it . . .

Thulcondar

Monday, 12th March, 2007, 01:51 AM

Quote:

*Originally Posted by **Col_Pladoh***

I plan to pick up 1862 and 1945 when it is released in May.

Not the "1945" that Newt Gingrich came out with a few years ago?

I found that one to be not too bad as such things are reckoned. I was slightly disappointed because I expected more from his historian's mind, but easily as entertaining as "SS:GB". "Fatherland" is still a favorite of the genre, though...

Thulcondar

Col_Pladoh

Monday, 12th March, 2007, 03:35 PM

Quote:

*Originally Posted by **Thulcondar***

Not the "1945" that Newt Gingrich came out with a few years ago?

I found that one to be not too bad as such things are reckoned. I was slightly disappointed because I expected more from his historian's mind, but easily as entertaining as "SS:GB". "Fatherland" is still a favorite of the genre, though...

Thulcondar

Noperrs!

I did read the Gingrich alternate history of the ACW trilogy and enjoyed it. Fatherland was interesting, but to me it lacked scope.

The 1945 I plan to order is in the 1862 and 1901, hopefully, series by Robert Conroy.

Cheers,
Gary

Henrix

Tuesday, 13th March, 2007, 08:51 AM

Hi, Gary! It's so good to see that you are up and posting again! I hope your recovery is going along speedily!

I wanted to ask you about the old illustrations of the pig-snouted orcs and asian-looking hobgoblins. Is it true they were inspired by the Minifigs miniatures, or was it the other way 'round?

Col_Pladoh

Tuesday, 13th March, 2007, 04:32 PM

Quote:

*Originally Posted by **Henrix***

Hi, Gary! It's so good to see that you are up and posting again! I hope your recovery is going along speedily!

I wanted to ask you about the old illustrations of the pig-snouted orcs and asian-looking hobgoblins. Is it true they were inspired by the Minifigs miniatures, or was it the other way 'round?

Ho There!

Thanks, my blasted shingles condition is about 90% gone now---after some five plus months :mad:

As I recollect, Dave Sutherland, rest his soul, did the hog-faced orcs and the hobgoblins in samurai-like armor. Minifigs worked from those illustrations.

Cheers,
Gary

Geoffrey

Tuesday, 13th March, 2007, 06:37 PM

Two historical events that cause me the most regret are the fall of the Christian Roman Empire in 1453 and the fall of the Confederate States of America in 1865. The alternate fiction I tend to prefer changes things so that the Christian Romans and the Confederates come out on top of the Turks and the Yankees.

Henrix

Tuesday, 13th March, 2007, 09:57 PM

Quote:

*Originally Posted by **Col_Pladoh***

As I recollect, Dave Sutherland, rest his soul, did the hog-faced orcs and the hobgoblins in samurai-like armor. Minifigs worked from those illustrations.

Thanks, that has been going around in the back of my mind for some time now, and it's good to know.

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Gary Gygax Q&A: Part XII

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John Drake

Tuesday, 13th March, 2007, 10:29 PM

Quote:

Originally Posted by Col_Pladoh

As I recollect, Dave Sutherland, rest his soul, did the hog-faced orcs and the hobgoblins in samurai-like armor. Minifigs worked from those illustrations.

*Cheers,
Gary*

Interesting, I wondered about that too. A related question: is that how you personally imagined orcs etc, to look like or did you have a completely different conception of how such creatures were to look? Myself, I guess being influenced by LOTR the book saw them appearing very much as they did in the film. Thanks Gary!

Col_Pladoh

Tuesday, 13th March, 2007, 11:15 PM

Quote:

Originally Posted by Geoffrey

Two historical events that cause me the most regret are the fall of the Christian Roman Empire in 1453 and the fall of the Confederate States of America in 1865. The alternate fiction I tend to prefer changes things so that the Christian Romans and the Confederates come out on top of the Turks and the Yankees.

The Byzantines were interesting, but they were doomed, I believe. I am particularly interested in Trebizond.

As for the CSA winning, I believe it would have been a disaster for both the USA and the CSA, despite the story told in *If the South had Won the Civil War*.

Cheers,
Gary

Col_Pladoh

Tuesday, 13th March, 2007, 11:19 PM

Quote:

Originally Posted by John Drake

Interesting, I wondered about that too. A related question: is that how you personally imagined orcs etc, to look like or did you have a completely different conception of how such creatures were to look? Myself, I guess being influenced by LOTR the book saw them appearing very much as they did in the film. Thanks Gary!

Actually I envisioned the D&D game orcs as porcine in appearance but not actually pig faced--more like large, upturned noses and small tusks jutting from their mouths, heavy bodies and small, pig-like eyes. Hobgoblins I saw as apish in visage and build.

Cheers,
Gary

BOZ

Thursday, 15th March, 2007, 10:28 PM

i could swear i saw a fantasy movie once where orc-like creatures squealed like pigs when they got stabbed...

squeal like a pig, boy!

Col_Pladoh

Thursday, 15th March, 2007, 10:40 PM

Quote:

Originally Posted by BOZ

i could swear i saw a fantasy movie once where orc-like creatures squealed like pigs when they got stabbed...

squeal like a pig, boy!

I must say I missed that one. Was the orc named Billy Bob abs was it stabbed by an arrow? :lol:

Cheers,
Gary

BOZ

Thursday, 15th March, 2007, 10:58 PM

heheh. :) i'm wondering if it was Willow, which i haven't seen in so long i barely remember it at all. ;)

Col_Pladoh

Friday, 16th March, 2007, 04:45 PM

Quote:

*Originally Posted by **BOZ***

heheh. :) i'm wondering if it was Willow, which i haven't seen in so long i barely remember it at all. ;)

Maybe...

I had totally forgotten about *Willow*...a not very memorable fantasy flick for sure. As a matter of fact I can not recall there being orcs in the movie--only badly done "little people" and I think there were some wolf-hyena-type critters.

Cheers,
Gary

Nathan P. Mahney

Friday, 16th March, 2007, 04:47 PM

Quote:

*Originally Posted by **Col_Pladoh***

Maybe...

I had totally forgotten about Willow...a not very memorable fantasy flick for sure. As a matter of fact I can not recall there being orcs in the movie--only badly done "little people" and I think there were some wolf-hyena-type critters.

*Cheers,
Gary*

Perhaps unmemorable for some, but it was playing in the background during one of my very first games of D&D, so it strikes up some powerful memories for me.

Henry

Friday, 16th March, 2007, 04:49 PM

Quote:

*Originally Posted by **Col_Pladoh***

Maybe...

I had totally forgotten about Willow...a not very memorable fantasy flick for sure. As a matter of fact I can not recall there being orcs in the movie--only badly done "little people" and I think there were some wolf-hyena-type critters.

*Cheers,
Gary*

So in other words, Orcs as portrayed on the D&D cartoon would have been kind of close to the mark?

And BTW, those artists actually portrayed KNIVES and SHARP INSTRUMENTS on those orcs! CHILDREN watched those cartoons! They could have thought those monsters were ready for combat?!?! How could you guys allow that to happen?!?!

;)

Col_Pladoh

Friday, 16th March, 2007, 05:30 PM

Quote:

*Originally Posted by **Nathan P. Mahney***

Perhaps unmemorable for some, but it was playing in the background during one of my very first games of D&D, so it strikes up some powerful memories for me.

Heh...

Is it the movie or what it recalls to mind that makes it notable?

;)

Gary

Col_Pladoh

Friday, 16th March, 2007, 05:36 PM

Quote:

*Originally Posted by **Henry***

So in other words, Orcs as portrayed on the D&D cartoon would have been kind of close to the mark?

And BTW, those artists actually portrayed KNIVES and SHARP INSTRUMENTS on those orcs! CHILDREN watched those cartoons! They could have thought those monsters were ready for combat?!?! How could you guys allow that to happen?!?!

;)

Hi Henry,

Actually, those D&D Cartoon Show orcs were a bit too porcine like in my view, but they did match up pretty well with the orcs in the MM.

As for the sharp instruments and other weapons, none were ever employed in imitable violent manner. Pity that \ Of course that is PC childrens' TV network progaming brought to you by the social do-gooders, the officials they put into office, and the trial lawyers of America :mad:

Cheers,
GAry

Korgoth

Friday, 16th March, 2007, 05:39 PM

Gary, have you ever considered seeking the publishing rights to AD&D 1st Edition and to your adventure modules? I was thinking in terms of "AD&D: Gygax Edition" and "The Gygax Collection" respectively. Have you thought about that, and/or would it make any sense to do it?

Also... martinis: vodka or gin?

Col_Pladoh

Friday, 16th March, 2007, 09:37 PM

Quote:

*Originally Posted by **Korgoth***

Gary, have you ever considered seeking the publishing rights to AD&D 1st Edition and to your adventure modules? I was thinking in terms of "AD&D: Gygax Edition" and "The Gygax Collection" respectively. Have you thought about that, and/or would it make any sense to do it?

Also... martinis: vodka or gin?

:lol:

I never engage in building cloud castles. Kenzer has licensed the rights to the mechanics of OA/D&Dm but Hasbro will certainly not part with the trade mark D&D in any form.

As for a martini, one always makes that cocktail with gin, the original liquor used. That is the only true martini. Those that wish another sort of drink must logically ask for a vodka "martini" for instance...which is much the same as asking for clam oysters on the half shell :\

Betcha you can't guess from that what I drink when making or ordering a martini :eek:

Cheers,
Gary

haakon1

Monday, 19th March, 2007, 05:49 PM

Quote:

*Originally Posted by **Col_Pladoh***

I had totally forgotten about Willow...a not very memorable fantasy flick for sure. As a matter of fact I can not recall there being orcs in the movie-- only badly done "little people" and I think there were some wolf-hyena-type critters.

I thought the bad guys were mostly hoo-mans, but I might be wrong. I just remember a witch queen, her hot evil daughter (who may have turned, or at least was obviously thinking about it since she liked Mad Martigan), and a bunch of unmemorable extras.

I thought of the daughter when I created my incarnation of Drelnza.

Even though I can't remember much, I liked it. Halflings using pigs as plough horses? Cool. :)

gideon_thorne

Monday, 19th March, 2007, 05:52 PM

Quote:

*Originally Posted by **haakon1***

I thought the bad guys were mostly hoo-mans, but I might be wrong. I just remember a witch queen, her hot evil daughter (who may have turned,

or at least was obviously thinking about it since she liked Mad Martigan), and a bunch of unmemorable extras.

I thought of the daughter when I created my incarnation of Drelnza.

Even though I can't remember much, I liked it. Halflings using pigs as plough horses? Cool. ;)

The pig imagery might come from the fact that large numbers of people got transformed into same during a battle scene.

Sir Elton

Monday, 19th March, 2007, 05:56 PM

Quote:

Originally Posted by **Col_Pladoh**

Actually I envisioned the D&D game orcs as porcine in appearance but not actually pig faced--more like large, upturned noses and small tusks jutting from their mouths, heavy bodies and small, pig-like eyes. Hobgoblins I saw as apish in visage and build.

Cheers,
Gary

Gammorean Guards in Jaba's Palace in *Return of the Jedi* squealed in fear or in excitement. They had the porcine, hog like faces. Ugly brutes too.

Col_Pladoh

Monday, 19th March, 2007, 06:03 PM

Quote:

Originally Posted by **Sir Elton**

Gammorean Guards in Jaba's Palace in *Return of the Jedi* squealed in fear or in excitement. They had the porcine, hog like faces. Ugly brutes too.

I had forgotten that, but right you are.

I envisioned D&D orcs as more human looking, but those Gammorean Guards would certainly make do...

Cheers,
Gary

Nathan P. Mahney

Tuesday, 20th March, 2007, 06:28 AM

Quote:

Originally Posted by **Col_Pladoh**

Heh...

Is it the movie or what it recalls to mind that makes it notable?

;)
Gary

Both! The D&D game was a great one (and the first for my most long-lived character), and Willow is a fun adventure movie that I still enjoy from time to time. It's my favourite role for Val Kilmer, for sure.

haakon1

Tuesday, 20th March, 2007, 09:10 AM

Quote:

Originally Posted by **Col_Pladoh**

I envisioned D&D orcs as more human looking, but those Gammorean Guards would certainly make do...

This past Saturday, the subject of "Star Wars space orcs" came up. The guy who remembered their proper name felt very proud of himself (and wasn't me!)

Col_Pladoh

Tuesday, 20th March, 2007, 04:45 PM

Quote:

Originally Posted by **Nathan P. Mahney**

Both! The D&D game was a great one (and the first for my most long-lived character), and Willow is a fun adventure movie that I still enjoy from time to time. It's my favourite role for Val Kilmer, for sure.

That early D&D games are often memorable is undeniable.

I thought that Willow was interesting, but the lack of proper special effects for a fantasy film kept most of the audience from suspending disbelief. I certainly could not do do.

Cheers,
Gary

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Gary Gygax Q&A: Part XII

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Col_Pladoh

Tuesday, 20th March, 2007, 04:46 PM

Quote:

*Originally Posted by **haakon1****This past Saturday, the subject of "Star Wars space orcs" came up. The guy who remembered their proper name felt very proud of himself (and wasn't me!)*

:lol:

Well, he should be proud. I surely did not remember the name of those critters :confused:

Cheers,
Gary

thedungeondelver

Friday, 23rd March, 2007, 04:33 PM

Gary:

Are you still in touch with Al Hammack? Can you tell us about his contributions to **D&D**?

Col_Pladoh

Friday, 23rd March, 2007, 05:11 PM

Quote:

*Originally Posted by **thedungeondelver****Gary:**Are you still in touch with Al Hammack? Can you tell us about his contributions to **D&D**?*

Howdy,

I have not seen or heard from Al Hammack for at least 20 years. Al was one of the U of Alabama Wargaming Team, J.D. Webster amongst them, that first came to see us at TSR at a Winter Fantasy around 1978. They were a great bunch, and all of us took an immediate liking to them.

As for Al's contributions to the D&D game, those are recorded, and I won't attempt to strain my recollection in that regard.

Cheers,
Gary

alan

Friday, 23rd March, 2007, 05:48 PM

J.D. Webster

Gary,

I'm not sure how many JD Websters there are out there, but the JD Webster I know associated with war-gaming is still in designing those games right now. In the 80s, he came out with Air Superiority / Air Strike, and now is probably most well known for his Fighting Wings series of tactical WWII air combat games. See <http://www.boardgamegeek.com/game/8521> for his latest release.

He's very active on the 'net, as most games are played via email and postscript / pdf maps (some use VASSAL or Cyberboard instead). We have several Yahoo! groups set up for various scenarios and larger scale operational games in progress.

Just FYI,
Alan

Col_Pladoh

Friday, 23rd March, 2007, 09:37 PM

Quote:

*Originally Posted by **alan****Gary,*

I'm not sure how many JD Websters there are out there, but the JD Webster I know associated with war-gaming is still in designing those games right now. In the 80s, he came out with Air Superiority / Air Strike, and now is probably most well known for his Fighting Wings series of tactical WWII air combat games. See <http://www.boardgamegeek.com/game/8521> for his latest release.

He's very active on the 'net, as most games are played via email and postscript / pdf maps (some use VASSAL or Cyberboard instead). We have several Yahoo! groups set up for various scenarios and larger scale operational games in progress.

*Just FYI,
Alan*

Hi Alan,

If the JD Webster you refer to once wrote a comic strip, "Fineous Fingers," and then became a Naval pilot, it is the same chap. I saw him last when at a con on the east coast about 19 years ago. We ran into him away from the gaming event, BTW.

Cheers,
Gary

Thulcondar

Friday, 23rd March, 2007, 11:28 PM

Dear Mr. Gygax,

Another couple of niggling Greyhawk questions, if you don't mind spending the time. Thanks in advance if you are able to do so.

In the original folio edition of the WoG, in the timeline, there is a reference to the "Age of Great Sorrow" commencing in CY213. Can you give any insights as to what that refers to? Ditto the "turmoil between crowns" in CY437. Were these just tags to be elaborated upon at some later date, or did you have something already in mind?

Can you give any anecdotes about the role that the cities of Dyvers and Hardby played in the original campaign (or their possible analogues, given the changes from the "alternate North America" setting to the published "World of Greyhawk" setting)? As in, did any of the old-time players such as Robilar et al venture to them, or was the action mostly settled around the city of Greyhawk itself?

alan

Saturday, 24th March, 2007, 03:17 AM

Quote:

*Originally Posted by **Col_Pladoh***

If the JD Webster you refer to once wrote a comic strip, "Fineous Fingers," and then became a Naval pilot, it is the same chap. I saw him last when at a con on the east coast about 19 years ago. We ran into him away from the gaming event, BTW.

Gary,

No idea about the comic strip, but he was indeed a Naval aviator. Now he flies commercial jets and gets in game design on the side. He goes to Origins every year and runs several Fighting Wings events.

It's a small world after all, eh?
Alan

Moggthegob

Saturday, 24th March, 2007, 06:01 AM

Dear Gary,

I would first like to say I am a huge fan of your work. I started playing the game when i was 6 and the Keep on the Borderlands is the most fun I have ever had. I actually can barely believe its really you.

Now that I got that out of the way, in the last Q&A you mentioned a board game called King of england vs king of france. IU was wondering, did that come out already? I am a huge 100 years war history buff and I got thoroughly excited when i saw that.

Thanks,
Mogg

Col_Pladoh

Saturday, 24th March, 2007, 04:25 PM

Quote:

*Originally Posted by **Thulcondar***

Dear Mr. Gygax,

Another couple of niggling Greyhawk questions, if you don't mind spending the time. Thanks in advance if you are able to do so.

In the original folio edition of the WoG, in the timeline, there is a reference to the "Age of Great Sorrow" commencing in CY213. Can you give any insights as to what that refers to? Ditto the "turmoil between crowns" in CY437. Were these just tags to be elaborated upon at some later date, or did you have something already in mind?

Can you give any anecdotes about the role that the cities of Dyvers and Hardby played in the original campaign (or their possible analogues, given the changes from the "alternate North America" setting to the published "World of Greyhawk" setting)? As in, did any of the old-time players such as Robilar et al venture to them, or was the action mostly settled around the city of Greyhawk itself?

IIRR, the Age of great Sorrow was meant to be the time of the migrating tribes into the Flanaess, as the Oeridians destroyed the older culture and society. U believe I meant the Turmoil Between Crowns to be the time when the Great Kingdom arose. As you likely suspected, those were hooks left for further development...that never got developed.

There was some adventuring in Dyvers, and in the pre-WoG campaign that city was the same as that detailed in the Greyhawk folio. that applies to Hardby as well...although the players avoided the place as they found the Amazonian-types running it as hot to their adventuring taste.

Cheers,
Gary

Col_Pladoh

Saturday, 24th March, 2007, 04:30 PM

Quote:

*Originally Posted by **alan***

Gary,

No idea about the comic strip, but he was indeed a Naval aviator. Now he flies commercial jets and gets in game design on the side. He goes to Origins every year and runs several Fighting Wings events.

It's a small world after all, eh?

Alan

Heh...

JD's cartoon strip, "Fineous Fingers, Fred & Charlie," was a favorite of *Dragon* Magazine readers for a goodly time. It ended as a feature only because JD stopped doing them.

If you happen to see JD at Origins, please give him my best regards.

Cheerio,
Gary

Col_Pladoh

Saturday, 24th March, 2007, 04:46 PM

Quote:

*Originally Posted by **Moggthegob***

Dear Gary,

I would first like to say I am a huge fan of your work. I started playing the game when i was 6 and the Keep on the Borderlands is the most fun I have ever had. I actually can barely believe its really you.

Now that I got that out of the way, in the last Q&A you mentioned a board game called King of England vs King of France. IU was wondering, did that come out already? I am a huge 100 years war history buff and I got thoroughly excited when I saw that.

*Thanks,
Mogg*

Hi Mogg,

Thanks for the kind words...the same general sort that I have said to, amongst others, Orson Wells, Jack Vance, Fritz Leiber, and Bob Bloch when I met them :lol:

Troll Lord Games is currently working on the art and layout of the *King of England - King of France* card boardgame. I designed it about 20 years ago, play-tested it both with gamers and casual participants at my home, and took it to several cons and played it there. The work is indeed based on the 100 Years War, but it is not a wargame *per se*. Rather it is a highly interactive strategic game where card trading with other "heads of state" is mandatory to win, players counter the tactical moves of their opponents, and not much fighting with armies takes place.

As an aside, I too am most interested in the 100 Years War. When I was a boy I happened to pick up and read my mother's college medieval history book. therein was a lovely little map of France and the nearby states. I spent a lot of time studying it, wanted to do a game based on that war and map. When I made my first pass at it, I discovered a conventional board wargame did not work, at least to my thinking, to reflect the struggle. That's why I switched to a multi-player card-boardgame. Because of the recent upsurge of interest in boardgames, I can at last have the work published :cool:

Anyway, to answer your question, the Trolls plan to release it at GenCon, or at worst in September of this year.

Cheers,
Gary

Hypersmurf

Saturday, 24th March, 2007, 08:22 PM

Quote:

*Originally Posted by **Col_Pladoh***

that applies to Hardby as well...although the players avoided the place as they found the Amazonian-types running it as hot to their adventuring taste.

A Freudian slip? :)

-Hyp.

Col_Pladoh

Saturday, 24th March, 2007, 11:06 PM

Quote:

*Originally Posted by **Hypersmurf***

A Freudian slip? :)

-Hyp.

:lol: :uhoh: :lol:

Actually, I am a Columbus Method typist, and the keyboard os so worn that some of the letters are basically illegible unlrss the light is really bright.

My wife keeps promising me a new one, but... :mad:

Cheers,
Gary

Thulcondar

Sunday, 25th March, 2007, 07:15 AM

Quote:

*Originally Posted by **Col_Pladoh***

:lol: :uhoh: :lol:

Actually, I am a Columbus Method typist, and the keyboard os so worn that some of the letters are basically illegible unlrss the light is really bright.

My wife keeps promising me a new one, but... :mad:

*Cheers,
Gary*

Good lord... I have a dozen pristine keyboards in my closet. Contact me in PM and I would be honored to ship one out to you post-haste.

Well worth not making the mistakes between "not" and "hot" when talking about the Amazons of Hardby. Such ambiguities we don't need!!

Col_Pladoh

Sunday, 25th March, 2007, 04:41 PM

Quote:

*Originally Posted by **Thulcondar***

Good lord... I have a dozen pristine keyboards in my closet. Contact me in PM and I would be honored to ship one out to you post-haste.

Well worth not making the mistakes between "not" and "hot" when talking about the Amazons of Hardby. Such ambiguities we don't need!!

:eek:

Actually a computer repair tech exclaimed that he had never seen a keyboard as worn as this one. I got a wireless one to replace this, but it quit functioning after just a few months. The Dell keyboard works fine, but it remains with that computer :\

I must say that the Despotrix of Hardby is not hot :lol:

Many thanks for your kind and generous offer of a keyboard. Sadly, I have switched off PMing, as I dislike communicating thus. My email addy is: ggygax@genevaonline.com

Cheers,
Gary

CRGreathouse

Sunday, 25th March, 2007, 09:33 PM

I saw something posted on [a rather old \(2002\) thread](#) and thought I'd bring it up here to see if you could shed some light on it.

Quote:

*Originally Posted by **JonnyReb***

Ok, I hate to admit it because I don't recall the fellows name, but years ago I worked in a gaming store in Monterey CA and there was a fellow who claimed that he was one of the first DnDers, a personal friend of EGG, now in CA because he was in the Coast Guard.

We were skeptical of his claim, but he was never pushy about it, nor boastful, and as time went by we came to feel he was telling the truth. (His

name *was* in the group credits in the 1st ed PHB for whatever that meant)

Anyhow, his one claim to DnD "fame" was that he invented the Lich. Where or how he came up with the name he never said, but he was running an adventure and needed a powerful magic using undead for the final encounter. He did a little mythological research and came up with the lich.

Supposedly, when they were getting ready to copyright the very first DnD game EGG offered this fellow \$25 for the "rights" to "his" Lich, which he accepted.

How true is the story? I've always more or less believed it, mostly because I believed him. I mean, if someone was going to fake being one of the original DnDers, don't you think they'd come up with something more grandiose than one monster? Besides, if he was telling the truth about that, then all his stories about the early days of DnD and TSR were true, and there were some doosies!

I'd also like to know if there's any kernel of truth to this story.

Col_Pladoh

Sunday, 25th March, 2007, 10:12 PM

Quote:

Originally Posted by **CRGreathouse**

I saw something posted on [a rather old \(2002\) thread](#) and thought I'd bring it up here to see if you could shed some light on it.

I'd also like to know if there's any kernel of truth to this story.

If the chap's name was in the player-group name list, then he was one of the early ones playing the AD&D game back c. 1977.

The business about the lich is not accurate. Lich is listed in the dictionary. I never offered payment to anyone for an idea for a monster. If they wished to not have it published, fine. Monsters are fairly easy to devise on your own.

Cheers,
Gary

Sir Elton

Monday, 26th March, 2007, 12:30 AM

Hardby isn't in any of my Greyhawk materials (The Adventure Begins, Player's Guide, Living Greyhawk Gazzateer). In what product can I find Harby?

Elton.

Hypersmurf

Monday, 26th March, 2007, 01:18 AM

Quote:

Originally Posted by **Col_Pladoh**

I must say that the Despotrix of Hardby is not hot :lol:

1 Attachment(s)

The same cannot be said, of course, of *all* Hardbyites...

-Hyp.

dcas

Monday, 26th March, 2007, 02:49 AM

Quote:

Originally Posted by **Sir Elton**

Hardby isn't in any of my Greyhawk materials (The Adventure Begins, Player's Guide, Living Greyhawk Gazzateer). In what product can I find Harby?

Try the GH boxed set from 1983, or perhaps a recent issue of Dungeon?



Gary Gyga Q&A: Part XII

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Blair Goatsblood

Monday, 26th March, 2007, 05:05 AM

Mr Gyga

What would you be able to tell us about the inspiration and role of troglodytes and lizardmen?

Sir Elton

Monday, 26th March, 2007, 03:28 PM

Quote:

Originally Posted by **Hypersmurf**

The same cannot be said, of course, of all Hardbytes...

-Hyp.

Actually, Hypatia hotter than that hottie. ;)

Col_Pladoh

Monday, 26th March, 2007, 03:59 PM

Quote:

Originally Posted by **Sir Elton**

Hardby isn't in any of my Greyhawk materials (The Adventure Begins, Player's Guide, Living Greyhawk Gazzateer). In what product can I find Harby?

Elton.

The original 1980s version of the WoG.

Cheers,
Gary

Col_Pladoh

Monday, 26th March, 2007, 04:02 PM

Quote:

Originally Posted by **Hypersmurf**

The same cannot be said, of course, of all Hardbytes...

-Hyp.

;)

Of course not. I always had plenty of them as most shapely and good looking...if rather domineering and bossy/ think of today;s feminists :lol:

Cheers,
Gary

Col_Pladoh

Monday, 26th March, 2007, 04:06 PM

Quote:

Originally Posted by **Blair Goatsblood**

Mr Gyga

What would you be able to tell us about the inspiration and role of troglodytes and lizardmen?

:confused:

Trogs are found in many literary sources--cave or underground dwelling sub-human types. They were added to the encounter mix to provide another and different subterranean peril.

Lizardmen I made up to add to the list of humanoid monsters. They were added to the encounter mix to provide another and different aquatic, marsh, or swamp peril.

Nothing more complex than that :D

Cheers,
Gary

alan

Monday, 26th March, 2007, 07:47 PM

Quote:

*Originally Posted by **Col_Pladoh***

Heh...

JD's cartoon strip, "Fineous Fingers, Fred & Charlie," was a favorite of Dragon Magazine readers for a goodly time. It ended as a feature only because JD stopped doing them.

If you happen to see JD at Origins, please give him my best regards.

Alas, I believe that I did not start receiving Dragon magazine until somewhere in the 40s. Maybe I missed his sting with comics.

Next time I email him, I'll pass on your regards.

Best wishes,
Alan

Col_Pladoh

Monday, 26th March, 2007, 08:15 PM

Quote:

*Originally Posted by **alan***

Alas, I believe that I did not start receiving Dragon magazine until somewhere in the 40s. Maybe I missed his sting with comics.

Next time I email him, I'll pass on your regards.

*Best wishes,
Alan*

I do not remember how many strips JD did. By #40 "Phil & Dixie" or "Wormy" might have replaced his strip.

Please do pass on my best to him when you email JD>

Cheers,
Gary

Mr Baron

Monday, 26th March, 2007, 09:08 PM

Fineous Fingers

That was a great comic. However many he did, it was not enough. My gaming group always looked forward to reading his latest stuff.

Col_Pladoh

Monday, 26th March, 2007, 09:32 PM

Quote:

*Originally Posted by **Mr Baron***

That was a great comic. However many he did, it was not enough. My gaming group always looked forward to reading his latest stuff.

:lol:

Indeed, JD's cartoon strip was very good...as was Tramp's "Wormy" most of the time. Dave Sutherland's cartoons in the freebie newsletter from TSR were amusing, as were his "Shlump da Orc" ones.

That just goes to show how much talent was at TSR back then, and how the company attracted outside creative [ep[:e as well/

Cheers,
Gary

Sir Elton

Tuesday, 27th March, 2007, 12:14 AM

Quote:

*Originally Posted by **Col_Pladoh***

The original 1980s version of the WoG.

Cheers,
Gary

Hmm. Interesting. now which version of Amazons should I use? Conan "I wear a bikini to make you men look stupid!" type? (that's the only type I have anything about). :D

gideon_thorne

Tuesday, 27th March, 2007, 12:16 AM

Quote:

Originally Posted by **Sir Elton**

Hmm. Interesting. now which version of Amazons should I use? Conan "I wear a bikini to make you men look stupid!" type? (that's the only type I have anything about). :D

smiles The Hercules and Xena series both had useful amazonian inspiration...^_^

Thulcondar

Tuesday, 27th March, 2007, 03:48 AM

Quote:

Originally Posted by **gideon_thorne**

smiles The Hercules and Xena series both had useful amazonian inspiration...^_^

The Amazons of Greyhawk were well described in "Artifact of Evil" by our own EGG. I found Gord's attitude towards the men of Hardby somewhat interesting; kinda reminded me of the John Norman "men are natural dominants" stuff. But of course that was a reaction to the Hardby "women are natural dominants" attitude, and thus over the top in its own way.

One of the best lessons in life is that the most vocal dominants often make the best subs.

Then again, probably best not to go too far down that particular path...

Col_Pladoh

Tuesday, 27th March, 2007, 04:29 PM

As for tha Amazonian-type women of Hardby, the answers given above to the question are suitable...or one might make up one's own sort based on the campaign.

Remember that the milieu is one where violence is common, people generally unprotected save by their own efforts, so size, strength, and aggressiveness, not to mention armor, weapons, and skull in using the latter are major considerations :eek:

Cheers,
Gary

Mr Baron

Wednesday, 28th March, 2007, 05:52 AM

Dungeon Design

Gary,

Over the course of your career, how has your style of designing dungeon and adventures changed, and could you give a little insight into your current approach to designing adventures?

Col_Pladoh

Wednesday, 28th March, 2007, 05:17 PM

Quote:

Originally Posted by **Mr Baron**

Gary,

Over the course of your career, how has your style of designing dungeon and adventures changed, and could you give a little insight into your current approach to designing adventures?

Heh,

Do not expect a treatise in response.

When I initially began creating adventure material I assumed that the GMs utilizing the work would prefer substance without window dressing, the latter being properly the realm of the GM so as to suit the campaign world and player group.

I discovered I was by and large erroneous in my assumption, so in later modules I added considerably more material for the GM to read aloud to his player group.

Currently I am rather loathe to design new adventure material of this sort, as I have done a sufficient number of modules that doing another risks repetition. I feel rather constrained thus. Coming up with something different and in at least some way surpassing my previous efforts (in my own critical view) is not a task undertaken lightly...if at all.

Cheers,
Gary

gideon_thorne

Wednesday, 28th March, 2007, 05:45 PM

Quote:

*Originally Posted by **Col_Pladoh***

Coming up with something different and in at least some way surpassing my previous efforts (in my own critical view) is not a task undertaken lightly...if at all.

*Cheers,
Gary*

A sign of the truly creative. The desire to better ones craft and explore new territory. ^ _ ^

Col_Pladoh

Wednesday, 28th March, 2007, 07:09 PM

Quote:

*Originally Posted by **gideon_thorne***

A sign of the truly creative. The desire to better ones craft and explore new territory. ^ _ ^

Well Amigo...

Pot boilers buy more groceries :uhoh:

:lol:
Gary

gideon_thorne

Wednesday, 28th March, 2007, 07:13 PM

Quote:

*Originally Posted by **Col_Pladoh***

Well Amigo...

Pot boilers buy more groceries :uhoh:

*:lol:
Gary*

There is that. But I inhereted my disinterest in being one from my Grandad, methinks. ^ _ ^

Gentlegamer

Wednesday, 28th March, 2007, 09:22 PM

Quote:

*Originally Posted by **Col_Pladoh***

Heh,

Do not expect a treatis in response.

When I initially began creating adventure material I assumed that the GMs utilizing the work would prefer substance without window dressing, the latter being properly the realm of the GM so as to suit the campaign world and player group.

I discovered I was by and large erroneous in my assumption, so in later modules I added considerably more material for the GM to read aloud to his player group.

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*Cheers,
Gary*

I just want to say that I much prefer your earlier approach, substance without window dressing. Or rather, your window dressing is usually quite good, but I loathe boxed text to read to players, no matter who wrote it.

Col_Pladoh

Wednesday, 28th March, 2007, 09:50 PM

Quote:

Originally Posted by **Gentlegamer**

I just want to say that I much prefer your earlier approach, substance without window dressing. Or rather, your window dressing is usually quite good, but I loathe boxed text to read to players, no matter who wrote it.

It is less constraining to create an adventure without attempting to make it such as the explanation for it will suit virtually all campaigns. That is a no-no these days, and an author is castigated for not treating GMs as unimaginative and non-creative clods whose hand must be held at all times. Rather akin to how some think players' characters must be coddled in regards to perils in adventuring.

Cheers,
Gary

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Gary Gygax Q&A: Part XII

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BOZ

Thursday, 29th March, 2007, 04:19 PM

Quote:

*Originally Posted by **Col_Pladoh***

It is less constraining to create an adventure without attempting to make it such as the explanation for it will suit virtually all campaigns. That is a no-no these days, and an author is castigated for not treating GMs as unimaginative and non-creative clods whose hand must be held at all times. Rather akin to how some think players' characters must be coddled in regards to perils in adventuring.

but, but... if i don't always get everything i'm looking for in a game, then it's no fun. *sniffle sniffle*

;)

Col_Pladoh

Thursday, 29th March, 2007, 04:35 PM

Quote:

*Originally Posted by **BOZ***

*but, but... if i don't always get everything i'm looking for in a game, then it's no fun. *sniffle sniffle**

;)

Hey Boz,

Then do what I do: Make the GM and other players miserable and get your satisfaction from spoiling the fun for everyone :mad:

:lol:

Gary

DreadArchon

Thursday, 29th March, 2007, 06:46 PM

Gary,

Do you have any particular sources of inspiration for devious traps, or do you just come up with them on your own?

(Thought of anything particularly good lately?)

Col_Pladoh

Thursday, 29th March, 2007, 08:10 PM

Quote:

*Originally Posted by **DreadArchon***

Gary,

Do you have any particular sources of inspiration for devious traps, or do you just come up with them on your own?

(Thought of anything particularly good lately?)

Who can say, what with so many nasty traps having been included in movie serials that I used to watch at the theater on Saturday afternoons as a lad. I believe that I have thought most of them up on my own, but...

The *Fantasy Life* book contains a fairly extensive list of traps, many of which can be elaborated on. As for creating more if late, no. I spend such creative effort in figuring out ways of avoiding those Jim Ward puts into his MA game campaign :)

Cheers,

Gary

Flexor the Mighty!

Friday, 30th March, 2007, 07:51 PM

Quote:

*Originally Posted by **Korgoth***

Just to toss out another suggestion for a good "starter" Scotch whisky: McClelland's single malt. They're not labelled by age or distillery but

they're all 5 year singles, one from each of the four different whisky regions of Scotland: Highland, Lowland, Speyside and Islay. Because of the distinct water quality, the Highland has the softest, least 'medicinal' flavor and is actually quite good if taken with a few drops of spring water and allowed to breathe for about 10 minutes. The Highland label is actually made at Glen Garioch.

For those who are just "testing the waters" I'd suggest getting a bottle of McClelland's Highland single malt. At \$20 it's a great deal.

Great recommendation!

I bought a fifth of Highland single malt and it is quite excellent. A different flavor than the Cutty Sark and Dewar's I've drank before. I've been on a scotch kick lately and I think it is replacing Irish whisky(Bushmills) as my whisky of choice. I've been putting it in a tumbler with some ice and enjoying it that way.

Col_Pladoh

Friday, 30th March, 2007, 09:16 PM

Quote:

Originally Posted by **Flexor the Mighty!**

Great recommendation!

I bought a fifth of Highland single malt and it is quite excellent. A different flavor than the Cutty Sark and Dewar's I've drank before. I've been on a scotch kick lately and I think it is replacing Irish whisky(Bushmills) as my whisky of choice. I've been putting it in a tumbler with some ice and enjoying it that way.

Try skipping the ice and adding only a few drops of springwater :D

Actually, I enjoy Kentucky and Tennessee Bourbon, Canadian, Irish, and rye whiskies. Variety is the spice of life. I confess that well-aged single malt Scotch is tops though.

Cheers,
Gary

Flexor the Mighty!

Friday, 30th March, 2007, 09:35 PM

Quote:

Originally Posted by **Col_Pladoh**

Try skipping the ice and adding only a few drops of springwater :D

Actually, I enjoy Kentucky and Tennessee Bourbon, Canadian, Irish, and rye whiskies. Variety is the spice of life. I confess that well-aged single malt Scotch is tops though.

Cheers,
Gary

I too like all kinds of whisky, I just think that the Irish and scots do it the best. I used to hate the "scotch" flavor, the peat I guess? Now I find it to be quite nice and it adds a lot to the experience.

Col_Pladoh

Friday, 30th March, 2007, 09:46 PM

Quote:

Originally Posted by **Flexor the Mighty!**

I too like all kinds of whisky, I just think that the Irish and scots do it the best. I used to hate the "scotch" flavor, the peat I guess? Now I find it to be quite nice and it adds a lot to the experience.

It seems historically likely that the Irish taught the Scots how to make whiskey :D

Cheers,
Gary

Flexor the Mighty!

Friday, 30th March, 2007, 09:51 PM

Quote:

Originally Posted by **Col_Pladoh**

It seems historically likely that the Irish taught the Scots how to make whiskey :D

Cheers,
Gary

A smart people those Irish. :lol:

Quote:

Originally Posted by **Flexor the Mighty!**

A smart people those Irish. :lol:

:eek:

At least when it comes to a drop or two to drink...

:lol:

Gary

erc1971

Saturday, 31st March, 2007, 05:34 AM

[Quote: Philotomy Jurament

I HATED that module (Castle Greyhawk). I was overseas when it came out, but I special-ordered it based on the title. When it arrived, I started reading and couldn't believe it. They'd turned Castle Greyhawk, the premier dungeon of the setting, into a joke. Now, I have nothing against humorous dungeons, but to have a whole thing be a joke was too much. I suppose I was expecting something else, so the disappointment was intense. In any case, between Castle Greyhawk and modules like "Puppets," "Childs Play," and "Gargoyle" it seemed to me that TSR was sending a pretty un-subtle message, which was "Greyhawk is a joke."

Maybe I'm reading too much into that, I don't know. I do know that I quit buying TSR's Greyhawk material.]

I feel the exact same way. Shortly after Gary left TSR, the came out with "From the Ashes". Our whole gaming group saw it as a way to destroy everything Gary put into the world, and re-do it in thier vision.

To this day, Greyhawk is by far my favorite fantasy setting (for many many reasons), and I still play using the original Greyhawk setting, and the revised version that came in the boxed set (of which, I laminated the maps, and affixed them to the wall of my gaming room). In fact, I am currently running a C&C game set in Greyhawk - the Great Kingdom is about to bring several years of uneasy peace with The Iron League to an end, starting a great war in which I will suck the PC's into, mwahahahaha!

Eric

Sir Elton

Saturday, 31st March, 2007, 02:25 PM

Quote:

Originally Posted by **erc1971**

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Eric

Good for you.

Col_Pladoh

Saturday, 31st March, 2007, 05:43 PM

Quote:

Originally Posted by **erc1971**

[Quote: Philotomy Jurament

I HATED that module (Castle Greyhawk). I was overseas when it came out, but I special-ordered it based on the title. When it arrived, I started reading and couldn't believe it. They'd turned Castle Greyhawk, the premier dungeon of the setting, into a joke. Now, I have nothing against humorous dungeons, but to have a whole thing be a joke was too much. I suppose I was expecting something else, so the disappointment was intense. In any case, between Castle Greyhawk and modules like "Puppets," "Childs Play," and "Gargoyle" it seemed to me that TSR was sending a pretty un-subtle message, which was "Greyhawk is a joke."

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I feel the exact same way. Shortly after Gary left TSR, the came out with "From the Ashes". Our whole gaming group saw it as a way to destroy everything Gary put into the world, and re-do it in thier vision.

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Eric

Lorraine Williams wished to belittle me because I dared to disagree with her business plans for TSR, so she gave some evidently envious designers the latitude to totally mess up the WoG. IMO their efforts showed how lacking they were. I named the abortive work "From the Asses," which didn't endear me to the lot. Of course, that made not a jot of difference to me.

:lol:
Gary

erc1971

Saturday, 31st March, 2007, 07:48 PM

[QUOTE=Col_Pladoh]

Quote:

*Originally Posted by **erc1971***

Lorraine Williams wished to belittle me because I dared to disagree with her business plans for TSR, so she gave some evidently envious designers the latitude to totally mess up the WoG. IMO their efforts showed how lacking they were. I named the abortive work "From the Asses," which didn't endear me to the lot. Of course, that made not a jot of difference to me.

:lol:
Gary

"From the Asses" ROFLMAO :lol: :lol: :lol: :cool:

That name is going to be used in reference to that product for the rest of my life!

Eric

Col_Pladoh

Saturday, 31st March, 2007, 10:12 PM

[QUOTE=erc1971]

Quote:

*Originally Posted by **Col_Pladoh***

"From the Asses" ROFLMAO :lol: :lol: :lol: :cool:

That name is going to be used in reference to that product for the rest of my life!

Eric

:uhoh:

If so, you'll be as popular as I am in certain quarters...much the same as a Kosher butcher at a Hindu picnic :eek:

:lol:
Gary

Blair Goatsblood

Sunday, 1st April, 2007, 07:40 AM

Quote:

*Originally Posted by **Col_Pladoh***

:confused:

Trogs are found in many literary sources--cave or underground dwelling sub-human types. They were added to the encounter mix to provide another and different subterranean peril.

Lizardmen I made up to add to the list of humanoid monsters. They were added to the encounter mix to provide another and different aquatic, marsh, or swamp peril.

Nothing more complex than that :D

*Cheers,
Gary*

Thanks Gary. I didn't figure it to be anything complex...I just enjoy hearing about the origins of your beasties.

I recently read 'The Face in the Abyss', and enjoyed coming across one of the possible influences for one of my favorite D&D monster.

Col_Pladoh

Sunday, 1st April, 2007, 05:10 PM

Quote:

*Originally Posted by **Blair Goatsblood***

Thanks Gary. I didn't figure it to be anything complex...I just enjoy hearing about the origins of your beasties.

I recently read 'The Face in the Abyss', and enjoyed coming across one of the possible influences for one of my favorite D&D monster.

All right!

Merritt was a marvelous fantasy author. *Face in the Abyss* rocks! If you haven't read *Dwellers in the Mirage* and *Creep Shadow, Creep*, be sure to,,along with *Moon Pool* of course.

Cheers,
Gary

Deuce Traveler

Sunday, 1st April, 2007, 07:51 PM

Quote:

Originally Posted by **Col_Pladoh**

:eek:

At least when it comes to a drop or two to drink...

:lol:

Gary

One of my favorite episodes was in *Family Guy* when someone asks what Ireland was like before alcohol. :) I don't want to spoil the great scene for those who have not seen it.

Gary, I recently saw that Paizo is going to reprint some of your old Egyptian-based novels (*Anubis*, I believe). I also own a copy of your *Necropolis* book and was wondering how you would rank your civilizations in order of preference if you were going to do a campaign world all over again based on previous historical cultures. I would assume from what I've seen of your work that Egyptian, Japanese, and Frankish cultures would be high on the list.

Col_Pladoh

Sunday, 1st April, 2007, 08:10 PM

Quote:

Originally Posted by **Deuce Traveler**

One of my favorite episodes was in *Family Guy* when someone asks what Ireland was like before alcohol. :) I don't want to spoil the great scene for those who have not seen it.

I qualify for that...

Quote:

Gary, I recently saw that Paizo is going to reprint some of your old Egyptian-based novels (*Anubis*, I believe). I also own a copy of your *Necropolis* book and was wondering how you would rank your civilizations in order of preference if you were going to do a campaign world all over again based on previous historical cultures. I would assume from what I've seen of your work that Egyptian, Japanese, and Frankish cultures would be high on the list.

Paizo will be reprinting the three Magister Setne Inhetep fantasy mysteries beginning with the *Anubis Murders*, yes.

As for centering a campaign on a particular historical culture, I certainly prefer a pseudo Western European one of late medieval-early Renaissance sort because I know it quite well, as do most persons that play in it. For away-from-base forays, though, any period and culture that I can research and get reasonable details on which to base the adventures is fair game.

The benefit of creating a campaign world based on an alternate earth is that historical information can be used throughout, while author invention to alter and fill in blanks makes it unique. If you have seen *Epic of Aerth* or the *Legendary Earth* you will understand fully what I mean, see what cultures I have treated therein. Chinese and Mongolian are two that are neglected elsewhere.

Cheers,
Gary

Deuce Traveler

Sunday, 1st April, 2007, 08:55 PM

I'll have to check those out. I've already been enjoying *Legendary Adventures* so I will have to look for the *Legendary Earth* companion. Lately I've been interested in the eastern steppes cultures, such as the Huns, their Hungarians descendants, Scythians, Kurgans, etc. They are almost like locusts or parasites, coming in and draining everything of value before moving on to do it to someone else.

Col_Pladoh

Monday, 2nd April, 2007, 04:10 PM

Quote:

*Originally Posted by **Deuce Traveler***

I'll have to check those out. I've already been enjoying Legendary Adventures so I will have to look for the Legendary Earth companion. Lately I've been interested in the eastern steppes cultures, such as the Huns, their Hungarians descendants, Scythians, Kurgans, etc. They are almost like locusts or parasites, coming in and draining everything of value before moving on to do it to someone else.

The Magyars settled into the Hungarian plain, pretty much as did the Bulgars. I suspect those peoples that came and then left were forced out by competing folk.

As an aside, check out this website regarding very early Rhine river civilizations: <http://www.xenite.org/features/rhine-canyon/>

Cheers,
Gary

gideon_thorne

Monday, 2nd April, 2007, 04:27 PM

Quote:

*Originally Posted by **Col_Pladoh***

As an aside, check out this website regarding very early Rhine river civilizations: <http://www.xenite.org/features/rhine-canyon/>

*Cheers,
Gary*

Two pages of most interesting information that would make one hell of a basis for an adventure for a group, or even a published module. ^ _ ^

Col_Pladoh

Monday, 2nd April, 2007, 04:43 PM

Quote:

*Originally Posted by **gideon_thorne***

Two pages of most interesting information that would make one hell of a basis for an adventure for a group, or even a published module. ^ _ ^

Shades of Howard's Hyborean Age, eh?

:lol:
Gary

gideon_thorne

Monday, 2nd April, 2007, 04:47 PM

Quote:

*Originally Posted by **Col_Pladoh***

Shades of Howard's Hyborean Age, eh?

*:lol:
Gary*

smiles Aside from the intended spoof, there are many unintended inspirarional plot hooks scattered throughout the pages. ^ _ ^

Col_Pladoh

Monday, 2nd April, 2007, 04:47 PM

Oh-Oh!

:]

I have just been alerted to the fact that this might be an April Fool's joke...and if so a very clever one!

Cheers,
Gary

Deuce Traveler

Monday, 2nd April, 2007, 08:24 PM

Quote:

*Originally Posted by **Col_Pladoh***

The Magyars settled into the Hungarian plain, pretty much as did the Bulgars. I suspect those peoples that came and then left were forced out by competing folk.

As an aside, check out this website regarding very early Rhine river civilizations: <http://www.xenite.org/features/rhine-canyon/>

*Cheers,
Gary*

Great find, Gary! It makes me wonder how technologically advanced previous cultures were without us giving them just recognition for their abilities.

You've talked about fallen civilizations that we don't study much about today. One day, I would like to do a map of Eurasia that changes every generation and goes from ancient Greek times to the present, to better visualize how much borders have been radically adjusted; maybe with a change of every 20-50 years or so a map. I went to the anti-Communism museum in Budapest, and their presentation on how much the borders of countries like Austria, Hungary, Poland, and Czechoslovakia (now Czech and Slovak) have changed in just the last 100 years was amazing. It goes year by year, and also uses arrows to show invasions from both the Germans and Russians.

And the Hungarians, I found, still call themselves Magyar. I met a nice, older gentleman who told me tales of dropping Molotov cocktails into Russian tanks during the failed Budapest Revolution of 1956 when he was a teenager.

Here is a site you may like:

<http://www.eliznik.org.uk/EastEurope...ory-10thAD.htm>

Also, there are a lot of castles along the Moselle (Mosel in Deutch) River in eastern France and Germany. I took a motorcycle trip along it once, and would stop to tour the castles and towers, most of which are still in great condition.

My favorite locale for castles though is on the Rhine near a certain cliff that I had the pleasure to take a train ride along on my first day in Germany. This is one location along the river where the water turns sharply by a cliff called the Lorelei. This area claimed the lives of quite a few sailors during the day, and legends had it that a siren-like woman named Lorelei would stand on the top of the cliffs and enchant the men so that they would run aground and drown. I wonder if the Germans picked this up from the old Greek legends or if this kind of tale is universal to sailors throughout the world.

Here is the site that discusses that: <http://www.loreley-rhine.com/>

Deuce Traveler

Monday, 2nd April, 2007, 08:31 PM

Well, if it's any consolation, Ace Publishing is currently publishing a series of novels of new Hyborean heroes called *The Age of Conan*. I have seen the books, but have not picked them up since I'm a little leery. Also, a new on-line video game is supposed to be coming out soon where you can play a character in Conan's world. I wasn't sure if I was sold on it or not, until they mentioned that when you visit a tavern you can start a bar brawl. During this drunken brawl mode, supposedly characters can pull off the legs of tables or pick up chairs and use them as clubs. I'm not into MMORPGs, but that one little point might just draw me into it.

So at least Hyborea is still alive and well in some ways. I picked up the old 2nd edition Conan modules from TSR and also the ones from from Steve Jackson games last year... not much I can say about the TSR ones that would be positive, but as a big Conan fan I felt compelled to add them to my collection. The Steve Jackson GURPS modules were more to the flavor of the old books, but I didn't like the gameplay.

ColonelHardisson

Tuesday, 3rd April, 2007, 02:04 AM

Quote:

*Originally Posted by **Deuce Traveler***

*Well, if it's any consolation, Ace Publishing is currently publishing a series of novels of new Hyborean heroes called *The Age of Conan*. I have seen the books, but have not picked them up since I'm a little leery.*

The ones I read, the "Kern" trilogy set in Cimmeria, were decent enough. They're solid swords & sorcery, and don't really try to emulate Howard's style, which is a good thing. Howard's prose is inimitable.

Hyboria is a great setting, and it's nice to see it utilized. Certainly nothing can replace Howard, but these books are good for those who like the setting. The "Kern" books (and I assume the rest of the various series) are set during the time Conan is king of Aquilonia, so he is, essentially, offstage. Amusingly, he is referenced quite often, as the exploits of the main character, Kern, are attributed to Conan by various Cimmerian villagers, even though there is no logical way he could have done any of them. Anyway, the books are fun potboilers.

Flexor the Mighty!

Tuesday, 3rd April, 2007, 01:43 PM

Quote:

*Originally Posted by **Col_Pladoh***

Try skipping the ice and adding only a few drops of springwater :D

Tried a glass like this last night and I must say, Good advice!

Cheers!

Deuce Traveler

Tuesday, 3rd April, 2007, 04:03 PM

Quote:

Originally Posted by **ColonelHardisson**

The "Kern" books (and I assume the rest of the various series) are set during the time Conan is king of Aquilonia, so he is, essentially, offstage. Amusingly, he is referenced quite often, as the exploits of the main character, Kern, are attributed to Conan by various Cimmerian villagers, even though there is no logical way he could have done any of them.

Heh. Now that does sound funny. I remember reading about all the supposed adventures that Conan has gone through from the books to the graphic novels and wondered where he had found the time.

Col_Pladoh

Tuesday, 3rd April, 2007, 04:45 PM

:]

That URL I posted was to an April Fool's page, and it surely got me. that will teach me to read hurriedly and without due skepticism :mad:

I have actually ridden the Loreli Express from Amsterdam to Basel, seen the many castles along the Rhine. A few years back one could pick up a castle in Normandy for around \$200K, likely the place needing at least that much more to make it habitable.

I am slowly working my way through three volumes of Howard's original Conan yarns. When I finish I believe I'll see about the new S&S tales set in the Hyborean world. Meanwhile I am also reading and enjoying the *Peshwar Lancers* alternate history novel.

Cheers,
Gary

ColonelHardisson

Wednesday, 4th April, 2007, 02:02 AM

Quote:

Originally Posted by **Col_Pladoh**

*Meanwhile I am also reading and enjoying the *Peshwar Lancers* alternate history novel.*

It's a fun book, and the appendix contains a rundown of the history of the world from about 1878 to the early 21st century, which would make for a great campaign background resource.

If you like that book quite a bit, check out Stirling's recent "The Sky People." It's another alternate history. In this one, it's 1988, but a decidedly different one than the one we lived through. Sometime in the 1940s/50s, Venus and Mars were discovered to harbor life. Not just any kind of life, but life remarkably similar to the ecosystems found in the old pulp magazines, and almost specifically E.R. Burroughs' writing. Venus is a place riotous with life, much of it prehistoric in nature, at least from Earth's perspective. Dinosaurs co-exist with large sabertooths, and Neanderthals come into conflict with primitive "true humans." The arms race on Earth was mostly cast aside as both sides of the Iron Curtain scrambled to get into space and establish colonies. "The Sky People" concentrates on Venus, and how it came to contain life so similar to Earth's. Very fun, action-packed, fast paced stuff.

Col_Pladoh

Wednesday, 4th April, 2007, 03:25 PM

Quote:

Originally Posted by **ColonelHardisson**

It's a fun book, and the appendix contains a rundown of the history of the world from about 1878 to the early 21st century, which would make for a great campaign background resource.

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:lol:

I wondrr if there are red Martians, giant four-armed green humaniods, thoats, banths, etc. If so, John Carter is likely there, and Tarzan in Pullucidar :cool:

Anyway, I saw the book advertised, so I'll order it. Thanks.

Cheerio,
Gary

Quote:

Originally Posted by **Deuce Traveler**

You've talked about fallen civilizations that we don't study much about today. One day, I would like to do a map of Eurasia that changes every generation and goes from ancient Greek times to the present, to better visualize how much borders have been radically adjusted; maybe with a change of every 20-50 years or so a map. I went to the anti-Communism museum in Budapest, and their presentation on how much the borders of countries like Austria, Hungary, Poland, and Czechoslovakia (now Czech and Slovak) have changed in just the last 100 years was amazing. It goes year by year, and also uses arrows to show invasions from both the Germans and Russians.

Here ya go...

Ancient Europe <http://www.amazon.com/New-Penguin-At...5719071&sr=8-3>
Medieval Europe: <http://www.amazon.com/New-Penguin-At...5719071&sr=8-1>
Africa <http://www.amazon.com/Penguin-Atlas-...5719071&sr=8-2>

All indispensable resources for history buffs... There are also Modern, Recent, Pacific, North American, and Population volumes, too. McEvedy did awesome work...

There's another series, the "Penguin Historical Atlas of..." series, which is also quite good. So far they've done Ancient Civilizations, Ancient Egypt, Ancient Greece, Ancient Rome, Medieval World, Vikings, Russia, British Empire, North America... even the dinosaurs! Cool stuff, sometimes verging on the "generational" scheme you mention, though the McEvedy books are better for that perspective.

Col_Pladoh

Wednesday, 4th April, 2007, 10:36 PM

Quote:

Originally Posted by **Mystaros**

...

There's another series, the "Penguin Historical Atlas of..." series, which is also quite good. So far they've done Ancient Civilizations, Ancient Egypt, Ancient Greece, Ancient Rome, Medieval World, Vikings, Russia, British Empire, North America... even the dinosaurs! Cool stuff, sometimes verging on the "generational" scheme you mention, though the McEvedy books are better for that perspective.

There goes more of my hard-earned coin.

I have the older Penguin historical atlases but the ancient civs ones I have not seen. I must get several of those you mentioned!

Cheerio,
Gary

Deuce Traveler

Thursday, 5th April, 2007, 12:19 AM

Quote:

Originally Posted by **Col_Pladoh**

There goes more of my hard-earned coin.

I have the older Penguin historical atlases but the ancient civs ones I have not seen. I must get several of those you mentioned!

*Cheerio,
Gary*

Ditto on what Gary said, Mystaros. :(:uhoh: \ :) :D I actually do have the Rome book and it does a decent job of talking about the geographic locations of that ancient Empire. Now you have me wanting to check on the others. Thanks for the find!

DreadArchon

Thursday, 5th April, 2007, 07:24 PM

Gary,

I like your suggestion for short solo intro quests for the PC's (Mythus, page 297-299), but my group is a bit... sporadic. Is it worth the effort to have an intro campaign for every new PC introduced throughout the game, or is it really only necessary when there isn't already a coherent party to tack on add-ins?

Col_Pladoh

Thursday, 5th April, 2007, 08:10 PM

Quote:

Originally Posted by **DreadArchon**

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When there is an existing group, a new player should fit into what is their ongoing situation. Of course, if the new PC can be brought into the campaign at the same time a new adventure scenario is introduced, so much the better.

Cheerio,
Gary

ghul

Thursday, 5th April, 2007, 09:12 PM

Quote:

*Originally Posted by **Col_Pladoh***

When there is an existing group, a new player should fit into what is their ongoing situation. Of course, if the new PC can be brought into the campaign at the same time a new adventure scenario is introduced, so much the better.

*Cheerio,
Gary*

I had an amusing situation this week that somewhat applies to the above. The characters foolishly took into their protection and confidence an assassin (claiming to be a "scout") whose goal it was to spread dissent and cause ruination to the group so as to prevent them from continuing their present quest.

Gullible, they "rescued" the man, brought him from the adventure site back to town, and paid for his room at the local tavern. The assassin was thus sharing a room with the fighter of the party, and during the night, he killed the fighter and then slipped off into the night. Score for the antagonistic DM (me). :]

So, the player of the fighter rolled up a new character -- a ranger, hired by the party to track the very assassin who'd betrayed them! Within 20 minutes the player was back in the game and having fun! He got his just due with the DM, because he rolled stats of 18, 17, 17, 17, 14, and 14 -- stats that blew away his previous character! :mad: The assassin, however, is still at large . . . *(to be continued...)*

--Jeff T.

Col_Pladoh

Thursday, 5th April, 2007, 10:28 PM

That is indeed the sort of thing that makes palatable the loss of a non-long-played PC.

Cheerio,
Gary

Show 20 post(s) from this thread on one page

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Piratecat

Thursday, 5th April, 2007, 10:37 PM

Gary, here's a more wide-ranging question; as you look at your gaming career, what product or design are you proudest of? Why?

Similarly, what product would you rewrite differently (or not write at all!) if you had the opportunity of hindsight to do it over?

- Kevin

Retreater

Thursday, 5th April, 2007, 10:43 PM

Players That Do Dumb Things

Hi Gary,

I have a DM etiquette question which I hope you haven't been asked too many times.

My group includes a player who consistently makes unsound tactical decisions. For example in our last session, his 3rd level ranger left his position of cover to walk into a room full of orcs while the rest of the party was fighting another combat. Without the aid of the party's two clerics, raging barbarian, and magic user, he was cut down in a single combat round. After that, the five orcs emptied the room to flank the rest of the party.

His reckless playing style seems to hurt the strategy of the rest of the group. And certainly when he loses a character every session or two, he remains far behind the rest of the players in Experience points and treasure.

I want to improve his tactics and make him a better player. Should I just continue killing his characters with gusto? Or should I perhaps call him out when he makes poor decisions?

Thanks for the advice, and the game,
Retreater

Col_Pladoh

Thursday, 5th April, 2007, 11:01 PM

Quote:

*Originally Posted by **Piratecat***

Gary, here's a more wide-ranging question; as you look at your gaming career, what product or design are you proudest of? Why?

Similarly, what product would you rewrite differently (or not write at all!) if you had the opportunity of hindsight to do it over?

- Kevin

Ah...

A question or two that I can not answer. The why is simple: Whatever I wrote seemed good to me at the time I did that. I am proud that somewhere someone thinks that a [articular work of mine was excellent, his favorite. About all I can really say is that the amount of fun I had writing is the only measure I have of what the particular design meant to me at the time. There I would rate the *G and D* series, the unpublished *Well of Shadows* module co-written with Jon Creffield, *Forgotten Temple of Tharizdun*, *Dungeonland*, *Epic of Aerth*, *Castle Zagyg*, *Yggsburgh*, *Hall of Many Panes*, *Necropolis*, *Lost Caverns of Tsojcanth*, and *The Hermit* in about that opdrer are those I really loved doing. (Likely if I looked at a list of all the stuff I have done I'd want to revise that. I also had a great time designing the boardgames *Dunkirk*, *Little Big Horn*, and the soon to be published *King of England - King of France*.

Of couese I would write many of my earlier works differently were I to know then what I know now, but as far as game products go, I would not skip any that I have created, even those that have been lost, are not published, or that are languishing in prototype or mere outline form.

That is the best I can supply.

Cheers,
Gary

Col_Pladoh

Thursday, 5th April, 2007, 11:07 PM

Howdy Retreater,

I would attempt to take the player under my DMly wing, suggest caution or urge action as appropriate, even quesrion his bad decisions with, "Are you certain you want to end your PC's life in such a foolish manner?"

After a couple of sessions of that sort of guidance I would leave him on his own again, and if he had learned something from beoing coddled thus, help him out a bit now and then. If the guy was not responding to the assistance, I'd tell him after the loss of another two or three PCs he would be out of the game as he was not suited to the campaign and its DMing style.

Cheers,
Gary

Piratecat

Friday, 6th April, 2007, 03:09 AM

Quote:

*Originally Posted by **Col_Pladoh***

That is the best I can supply.

And a perfectly fine answer. Thanks!

It's interesting; I think that in many cases the amount of fun you were having while writing is translated through to the person reading it as enthusiasm, in that many of the modules you mention are fan favorites as well. From that list, it sounds like you've enjoyed adventure creation and description more than workman-like rules creation.

Col_Pladoh

Friday, 6th April, 2007, 04:26 PM

Quote:

*Originally Posted by **Piratecat***

And a perfectly fine answer. Thanks!

It's interesting; I think that in many cases the amount of fun you were having while writing is translated through to the person reading it as enthusiasm, in that many of the modules you mention are fan favorites as well. From that list, it sounds like you've enjoyed adventure creation and description more than workman-like rules creation.

Howdy Piratecat,

Rules writing is enjoyable when the end result is considered. I find that with a boardgame that end is more apparent because of the visual of the board. The same is true with a world setting, and to a certain extent for a module because of the maps involved. The main drawback to enjoyment of rules writing for an RPG is the length of the work at hand. Sometimes that causes eager anticipation to fade as the task drags on, much going back and rervising, adding and deleting takes place.

Writing novels is a blast....save for times that the characters have taken over the plot, the outline is out the window, and you are stuck for what happens next as those heroes and villians refuse to contribute anything more. Short stories don't cause that sort of problem, but finding the plat for each and keeping them succinct can be a chore.

Cheers,
Gary

Flexor the Mighty!

Friday, 6th April, 2007, 05:38 PM

Quote:

*Originally Posted by **Col_Pladoh***

Howdy Piratecat,

Rules writing is enjoyable when the end result is considered. I find that with a boardgame that end is more apparent because of the visual of the board. The same is true with a world setting, and to a certain extent for a module because of the maps involved. The main drawback to enjoyment of rules writing for an RPG is the length of the work at hand. Sometimes that causes eager anticipation to fade as the task drags on, much going back and rervising, adding and deleting takes place.

Writing novels is a blast....save for times that the characters have taken over the plot, the outline is out the window, and you are stuck for what happens next as those heroes and villians refuse to contribute anything more. Short stories don't cause that sort of problem, but finding the plat for each and keeping them succinct can be a chore.

*Cheers,
Gary*

Hi Gary!

Is TLG still putting out a reprint of Saga of Old City in hardcover? I loaned my copy to my dirtleg brother and he lost it. I can't access thier site from work though.

You ever consider writing some more Gord tales?

Geoffrey

Friday, 6th April, 2007, 06:09 PM

Quote:

*Originally Posted by **Col_Pladoh***

About all I can really say is that the amount of fun I had writing is the only measure I have of what the particular design meant to me at the time. There I would rate the G and D series, the unpublished Well of Shadows module co-written with Jon Creffield, Forgotten Temple of Tharizdun,

Dungeonland, Epic of Aerth,, Castle Zagyg, Yggsburgh, Hall of Many Panes, Necropolis, Lost Caverns of Tsojcanth, and The Hermit in about that order are those I really loved doing.

My all-time favorite modules are your three modules of the D trilogy, with *D2: Shrine of the Kuo-Toa* being my favorite of the three. I'm glad to hear that you greatly enjoyed writing them. The underground environment you introduced in those modules is the single most evocative adventuring environment I've ever seen in published form.

Col_Pladoh

Friday, 6th April, 2007, 07:03 PM

Quote:

*Originally Posted by **Flexor the Mighty!***

Hi Gary!

Is TLG still putting out a reprint of Saga of Old City in hardcover? I loaned my copy to my dirtleg brother and he lost it. I can't access thier site from work though.

Ho Flexor!

Yes indeed, the Trolls plan to have *Saga* in hardback available at GenCon when I can autograph them. Next will be *Artifact of Evil* sometime this year I believe, then the other five in the series.

Quote:

You ever consider writing some more Gord tales?

I co-wrote one gors short story with K. Bourgoine for *Dragon* magazine last year. We did another but it was turned down, and I haven't felt like doing a re-write.

Cheers,
Gary

Col_Pladoh

Friday, 6th April, 2007, 07:09 PM

Quote:

*Originally Posted by **Geoffrey***

*My all-time favorite modules are your three modules of the D trilogy, with *D2: Shrine of the Kuo-Toa* being my favorite of the three. I'm glad to hear that you greatly enjoyed writing them. The underground environment you introduced in those modules is the single most evocative adventuring environment I've ever seen in published form.*

Why, thank you kindly :D

Oddly enough my group was not enamoured with the Underdark, especially the actual Vault of the Drow. I had hoped to make things rough with the vampire and succubus couple but they immediately became suspicious and alert when they saw the beautiful moonlit garden.

Cheers,
Gary

Hypersmurf

Friday, 6th April, 2007, 09:06 PM

Quote:

*Originally Posted by **Col_Pladoh***

*Yes indeed, the Trolls plan to have *Saga* in hardback available at GenCon when I can autograph them.*

Oooo-ooh... my old paperback copy is starting to fall apart from too much rereading :)

-Hyp.

Col_Pladoh

Friday, 6th April, 2007, 09:49 PM

Quote:

*Originally Posted by **Hypersmurf***

Oooo-ooh... my old paperback copy is starting to fall apart from too much rereading :)

-Hyp.

All the Trolls, and I as well, regret the loss of the old paperback even as we welcome with enthusiasm the prospect of its replacement with the new, author (slightly) revised, hardcover edition :lol:

Cheerio,
Gary

Flexor the Mighty!

Friday, 6th April, 2007, 10:33 PM

whoa, whoa, whoa!

Revised? Spill it Mr. Gygax, what does that mean? You better not be going Lucas on us. Did the Beggarking drop the chest on his own head now?

;)

ColonelHardisson

Saturday, 7th April, 2007, 12:51 AM

Quote:

*Originally Posted by **Col_Pladoh***

Anyway, I saw the book advertised, so I'll order it. Thanks.

*Cheerio,
Gary*

No need to thank me. Hell, it's a hoot to recommend a book like "The Peshawar Lancers" to Gary Gygax, and find that he's actually read and enjoyed it! After all, your "recommended reading" list in the 1e DMG was pretty much my list of "must read" books for a long time. Heck, I just recently got around to finally reading William Hope Hodgson's "The Night Land." EDIT: I'd've sworn that was on the list...I thought I remembered you praising that book at one time...

And wait'll you read "The Sky People." Now *there's* a book tailor-made for a roleplaying game...

tylerthehobo

Saturday, 7th April, 2007, 03:33 AM

Quote:

*Originally Posted by **Col_Pladoh***

I co-wrote one gors short story with K. Bourgoine for Dragon magazine last year. We did another but it was turned down, and I haven't felt like doing a re-write.

Ah-whah?!? Wasn't the return of Gord story a huge hit in the magazine? I mean, at least the letters columns and boards were humming... You and K.R. Bourgoine did a great job with that one - I was hoping for more. I hope Paizo reconsiders and gets more of Gord back in circulation...

haakon1

Saturday, 7th April, 2007, 09:13 AM

Quote:

*Originally Posted by **Sir Elton***

Hardby isn't in any of my Greyhawk materials (The Adventure Begins, Player's Guide, Living Greyhawk Gazzateer). In what product can I find Harby?

All of them, I believe. Look under Wild Coast or Greyhawk City (which sadly, in later versions has taken over the Despotrix).

I believe it was also covered in an issue of Dungeon, but I seem to have misplaced it in a special place as it was more important than the run-of-the-mill issues. :confused: I believe it had a green cover, but I can't find mine.

haakon1

Saturday, 7th April, 2007, 09:19 AM

Quote:

*Originally Posted by **Col_Pladoh***

It is less constraining to create an adventure without attempting to make it such as the explanation for it will suit virtually all campagons. That is a no-no these days, and an author is castigated for not treating GIMs as unimaginative and non-creative clods whose hand must be held at all times. Rather akin to how some think players' characters must be coddled in regards to perils in adventuring.

Nod, it's cruel to make people think, on either side of the DM screen. People were so unenlighted in ye olde days of 70's and 80's. :)

Col_Pladoh

Saturday, 7th April, 2007, 04:35 PM

Quote:

*Originally Posted by **Flexor the Mighty!***

whoa, whoa, whoa!

Revised? Spill it Mr. Gygax, what does that mean? You better not be going Lucas on us. Did the Beggarking drop the chest on his own head

now?

;)

:D

Slightly revised. I wanted to remove all the unnecessary violence and replace it with negotiation, acceptance of diversity, Gord hiring lawyers to avoid legal troubles, and peace at any price :lol:

Seriously, I just went through the original ms. and made a few grammatical corrections and even fewer text changes in order to make the story more clear. Anyway, never fear, I doubt that you'll notice.

Cheers,
Gary

Col_Pladoh

Saturday, 7th April, 2007, 04:44 PM

Quote:

*Originally Posted by **ColonelHardisson***

No need to thank me. Hell, it's a hoot to recommend a book like "The Peshawar Lancers" to Gary Gygax, and find that he's actually read and enjoyed it! After all, your "recommended reading" list in the 1e DMG was pretty much my list of "must read" books for a long time. Heck, I just recently got around to finally reading William Hope Hodgson's "The Night Land." EDIT: I'd've sworn that was on the list...I thought I remembered you praising that book at one time...

And wait'll you read "The Sky People." Now there's a book tailor-made for a roleplaying game...

Well, thanks anyway ;)

I might have mentioned *The Night Land*, or *House on the Borderland*, in one of my rambling columns. Voth were rather...different sorts of fantasy offerings, rather in the vein of Algernon Blackwood's "The Willows."

As for the Peshwat Lancersm here is my entry for Chernobog from the Legendary Pantheons ms.:

C h e r n o b (C)gnobog, Crnobog, Czarnobog, Tzernoboch, Zcernoboch): 2nd Rank. (Pronounced Tzer-no boch.) The black, greater god of Evil, the Lord of all that is wicked and bad. He works always to undo any good that Byelobog has wrought. Chernobog is depicted as a squat man with dead-black skin who is dressed in black and iron.His likeness is his symbol. He is the master of the waning half of the year.

Servants: Pizamar, god of Greed.

Puruvid, god of Hatred.

Rinvid, god of Deceit.

Runvid, god of Treachery

Turipid, god of Envy.

Cheerio,
Gary

Col_Pladoh

Saturday, 7th April, 2007, 04:48 PM

Quote:

*Originally Posted by **tylerthehobo***

Ah-whah?!? Wasn't the return of Gord story a huge hit in the magazine? I mean, at least the letters columns and boards were humming... You and K.R. Bourgoine did a great job with that one - I was hoping for more. I hope Paizo reconsiders and gets more of Gord back in circulation...

The reason was that the characters and dialog were not sufficiently "Gord-Like." That means that the tale needs a revision as to the key problem, how a new character is presented, and some punching-up of the dialog. Perhaps then it will get a nod from the Kindly Editor...

Cheers,
Gary

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Col_Pladoh

Saturday, 7th April, 2007, 04:50 PM

Quote:

*Originally Posted by **haakon1****All of them, I believe. Look under Wild Coast or Greyhawk City (which sadly, in later versions has taken over the Despotrix).**I believe it was also covered in an issue of Dungeon, but I seem to have misplaced it in a special place as it was more important than the run-of-the-mill issues. :confused: I believe it had a green cover, but I can't find mine.*

Whatever...

The original presentation of Hardby is found only in the original World of Greyhawk products ;)

Cheers,
Gary

Col_Pladoh

Saturday, 7th April, 2007, 04:57 PM

Quote:

*Originally Posted by **haakon1****Nod, it's cruel to make people think, on either side of the DM screen. People were so unenlightened in ye olde days of 70's and 80's. :)*

Yes indeed.

It is over the top to actually place careless and unthinking PCs into situations where they will probably (GASP!) lose levels of their very game life. Modules that suggest that careful consideration needs be used at certain critical junctures are "old school," and any DM that dares to create such hazards on his own is obviously unenlightened and cruel, a killer DM...as if the brain cells of those that find challenges in play unacceptable were not already resting in peace :lol:

Cheerio,
Gary

Hypersmurf

Saturday, 7th April, 2007, 11:06 PM

Quote:

*Originally Posted by **Col_Pladoh****All the Trolls, and I as well, regret the loss of the old paperback even as we welcome with enthusiasm the prospect of its replacement with the new, author (slightly) revised, hardcover edition :lol:*

Caldwell cover?

-Hyp.

Col_Pladoh

Saturday, 7th April, 2007, 11:11 PM

Quote:

*Originally Posted by **Hypersmurf****Caldwell cover?**-Hyp.*

Nope!

That's the copyright of either WotC or Clyde's estate. The trolls are having a new one done even as I write this.

Cheers,
Gary

Quote:

*Originally Posted by **Col_Pladoh***

Whatever...

The original presentation of Hardby is found only in the original World of Greyhawk products :)

*Cheers,
Gary*

True. Having actually looked in the original sources now (well, the 1983 box set anyhow), I'd correct my original advice to look under Greyhawk City and the Wild Coast to find info on Hardby by adding that one should also look up Woolly Bay.

I think I've found all the references to Hardby . . . If you'll indulge me in quoting it, I think it's a good illustration of how "real" Greyhawk was written, for those who may not have seen your true version, only later pale copies. Note, gentle readers, how it hints at its depth without telling you everything, and of how it's written as an in-world geography lesson rather than being too gamerish.

.....

Woolly Bay: The wag who named this terminus of the Sea of Gearnat and made it stick is lost to history, but the appellation is not inappropriate. The small cogs which move up and down the Wild Coast are as often pirate as merchant. Considerable traffic moves through the area, from the west and from Greyhawk. Shipping rounds the Pomarj or Onnwal to and from the Sea of Gearnat, going east or west to or from Woolly Bay. Elredd, Fax, Safeton, and Hardby are all port towns, and most vessels can negotiate the Selitan to Greyhawk City, and the lighter craft can venture all the way to the Nyr Dyv beyond. Some unscrupulous captains still put in at the humanoid-controlled town of Highport to trade.

Greyhawk, Free City of (just the Hardby-related bits):

. . . This petty noble soon became quite rich and powerful and assumed the title Landgraf of Selintan. Greyhawk and the power of the new Landgraf grew rapidly thereafter, and his son and heir, Ganz, was wed to the daughter of the Gynarch (Despotrix) of Hardby, a sorceress of no small repute. Their descendents ruled a growing domain which rose to considerable heights c. 375 CY under the rule of Zagig Yragerne (the so-called Mad Archmage). It was Zagig who built the sprawling Castle Greyhawk (now a ruin) . . . In 498 CY it was declared a free and independent city, ruling a territory from Hardby on the Woolly Bay to the Nyr Dyv, between the eastern folds of the Cairn Hills and the Gnarley Forest, including much of what is now considered the northern Wild Coast region. These holdings have been lost over the intervening decades . . . The Despotrix of Hardby now pays tribute to Greyhawk to avoid being absorbed into the growing city state once again.

Wild Coast:

The western shores of the Sea of Gearnat have long been called the Wild Coast, for the region has been a haven for malcontents, dissidents, demi-humans, humanoids, and outcasts from other states. It is a fair but not particularly fertile area -- rolling countryside interspersed with woodlands, fens, and scattered clusters of dwellings. Parts of the Gnarley Forest, all of the Welkwood east of the Jewel River, and Suss Forest are considered as being in this region. The Wild Coast remains a free territory comprised of petty nobles, robber barons, guildheld towns, fishing and forest villages, freebooters, mercenaries, and displaced persons of all sorts. This is due to the remote and isolated position it holds, its lack of resources, and the fact that it has never been a desirable position strategically. Portions of the area have been under the control of Celene, the Prince of Ulek, the Gynarch of Hardby, and the Free City of Greyhawk at various times. The inhabitants, being of a mind otherwise, have always managed to regain their freedom. :cool:

Quote:

*Originally Posted by **Col_Pladoh***

It is over the top to actually place careless and unthinking PCs into situations where they will probably (GASP!) lose levels of their very game life. Modules that suggest that careful consideration needs be used at certain critical junctures are "old school," and any DM that dares to create such hazards on his own is obviously unenlightened and cruel, a killer DM...as if the brain cells of those that find challenges in play unacceptable were not already resting in peace :lol:

Old school adventures were stressful. I remember wishing mostly just to make it out alive from places like the Lost Caverns of Tsojcanth. Why there were some scenes that seemed most pointy, zappy, and/or likely to turn everyone into permanent dungeon-dressing.

Luckily, OSHA has now arrived in the adventuring workplace. :p

Quote:

*Originally Posted by **haakon1***

I think I've found all the references to Hardby . . . If you'll indulge me in quoting it, ...

Well done!

I do believe that you found all the references to Hardby.

Cheers,
Gary

Col_Pladoh

Sunday, 8th April, 2007, 03:20 PM

Quote:

Originally Posted by **haakon1**

Old school adventures were stressful. I remember wishing mostly just to make it out alive from places like the Lost Caverns of Tsojcanth. Why there were some scenes that seemed most pointy, zappy, and/or likely to turn everyone into permanent dungeon-dressing.

Luckily, OSHA has now arrived in the adventuring workplace. :p

:mad: :lol: :]

Wait until those panty-waist OSHA twits attempt to make my dungeons a safe adventuring environment. None will emerge whole of body and sound of mind! :eek:

Cheerio,
Gary

tylerthehobo

Sunday, 8th April, 2007, 04:00 PM

Quote:

Originally Posted by **Col_Pladoh**

The reason was that the characters and dialog were not sufficiently "Gord-Like." That means that the tale needs a revision as to the key problem, how a new character is presented, and some punching-up of the dialog. Perhaps then it will get a nod from the Kindly Editor...

*Cheers,
Gary*

Well, I know a lot of us are looking forward to more Gord. Good luck with it, Gary. I hope we see more Gord not just in novel form but also shorter pieces in Dragon and such. :)

Col_Pladoh

Sunday, 8th April, 2007, 05:24 PM

Quote:

Originally Posted by **tylerthehobo**

Well, I know a lot of us are looking forward to more Gord. Good luck with it, Gary. I hope we see more Gord not just in novel form but also shorter pieces in Dragon and such. :)

Kerry B and I are now exchanging email messages in regards a revision of the completed story and a springboard for a new yarn. A full novel about Gord is a poser, for his life is pretty well covered in the seven existing books. Perhaps a grand adventure by young Gord--that is in his late teens or early 20s--might be possible. Otherwise, a post-destruction epic can be done, one where a parallel Oerth exists, but that might infringe on WotC copyrights of the WoG setting.

Cheers,
Gary

SuStel

Sunday, 8th April, 2007, 08:24 PM

Quote:

Originally Posted by **Col_Pladoh**

Wait until those panty-waist OSHA twits attempt to make my dungeons a safe adventuring environment. None will emerge whole of body and sound of mind! :eek:

That gives a whole new meaning to the phrase "dungeon clean-up crew!"

Actually, this doesn't sound like a bad premise for a game...

Col_Pladoh

Sunday, 8th April, 2007, 09:35 PM

Quote:

Originally Posted by **SuStel**

That gives a whole new meaning to the phrase "dungeon clean-up crew!"

Actually, this doesn't sound like a bad premise for a game...

My PCs and their companions are always seeking to clean subterranean places...of valuables as well as those creatures that think to guard them :lol:

Cheers,
Gary

FATDRAGONGAMES

Sunday, 8th April, 2007, 09:52 PM

Quote:

*Originally Posted by **Col_Pladoh***

:D

Slightly revised. I wanted to remove all the unnecessary violence and replace it with negotiation, acceptance of diversity, Gord hiring lawyers to avoid legal troubles, and peace at any price :lol:

*Cheers,
Gary*

Neville Chamberlain would be proud of you! :D

SuStel

Monday, 9th April, 2007, 01:26 AM

Quote:

*Originally Posted by **Col_Pladoh***

My PCs and their companions are always seeking to clean subterranean places...of valuables as well as those creatures that think to guard them :lol:

Now, now. We don't call them "creatures." We call them "persons of differing genetics."

Hypersmurf

Monday, 9th April, 2007, 04:47 AM

Quote:

*Originally Posted by **Col_Pladoh***

Nope!

That's the copyright of either WotC or Clyde's estate. The trolls are having a new one done even as I write this.

Estate?! He isn't dead, is he?

-Hyp.

haakon1

Monday, 9th April, 2007, 08:17 AM

Quote:

*Originally Posted by **SuStel***

That gives a whole new meaning to the phrase "dungeon clean-up crew!"

Long ago, I had a dungeon in an old mine. At the mine entrance, the local authorities had put up a sign saying that the mine was unsafe and entry was prohibited. :)

dcas

Monday, 9th April, 2007, 03:26 PM

Quote:

*Originally Posted by **Hypersmurf***

Estate?! He isn't dead, is he?

Not according to his web site.

It appears that the cover of *Saga of Old City* is copyright WOTC:
http://www.clydecaldwell.com/large_i..._old_city.html

wildwood72

Monday, 9th April, 2007, 05:16 PM

Quote:

*Originally Posted by **dcas***

Not according to his web site.

It appears that the cover of Saga of Old City is copyright WOTC:
http://www.clydecaldwell.com/large_i..._old_city.html

nod The art (or pieces of it, at any rate) were re-used by TSR in several products, most notably as the art for more Spellfire card game cards than you might think possible (Gord was used as an image of a hero, the chariot for a spell, the green dragon as a monster card, unknown dragon rider/Robliar? was enlarged and used as another champion, etc. - I think 7 or 8 cards were illustrated from that 1 painting). The same was done to the cover art of Artifact of Evil (most notably, the blue glow around the Cataboligne demon was used as the illustration for a faerie fire spell card, IIRC).

Col_Pladoh

Monday, 9th April, 2007, 05:45 PM

Quote:

Originally Posted by **FATDRAGONGAMES**

Neville Chamberlain would be proud of you! :D

Why Why thank you!

His spirit is alive and flourishing right here in the USA today :]

:mad:

Gary

Col_Pladoh

Monday, 9th April, 2007, 05:47 PM

Quote:

Originally Posted by **SuStel**

Now, now. We don't call them "creatures." We call them "persons of differing genetics."

:o

Sotty, I lost my head.

:lol:

Gary

Gary Gygax Q&A: Part XII

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Col_Pladoh

Monday, 9th April, 2007, 05:49 PM

Quote:

*Originally Posted by **Hypersmurf****Estate?! He isn't dead, is he?**-Hyp.*

:heh:

Noppers, although sadly two of his fellow artists that worked at TSR have passed on. What made me add that I can not say :confused:

Cheers,
Gary

gideon_thorne

Monday, 9th April, 2007, 06:24 PM

Quote:

*Originally Posted by **Col_Pladoh****:heh:**Noppers, although sadly two of his fellow artists that worked at TSR have passed on. What made me add that I can not say :confused:**Cheers,
Gary*

Because they were your friends? And its always a splendid tribute to remember ones friends kindly. ^ _ ^

Col_Pladoh

Monday, 9th April, 2007, 07:09 PM

Quote:

*Originally Posted by **gideon_thorne****Because they were your friends? And its always a splendid tribute to remember ones friends kindly. ^ _ ^*

Yes, I do remember them with fondness. It is hard to believe that both dies so relatively young.

Cheers,
Gary

Voadam

Monday, 9th April, 2007, 08:03 PM

Quote:

*Originally Posted by **Col_Pladoh****Kerry B and I are now exchanging email messages in regards a revision of the completed story and a springboard for a new yarn. A full novel about Gord is a poser, for his life is pretty well covered in the seven existing books. Perhaps a grand adventure by young Gord--that is in his late teens or early 20s--might be possible. Otherwise, a post-destruction epic can be done, one where a parallel Oerth exists, but that might infringe on WotC copyrights of the WoG setting.**Cheers,
Gary*

I'm sure there are also plenty of opportunities for Gord to enter demiplanes or such at various points in his career, planes where time does not pass the same and creatures within do not age.

There is, after all, a literary tradition of people entering timeless fey domains for long periods of time only to emerge and find that only a night has passed.

dcas

Monday, 9th April, 2007, 08:14 PM

Obviously Gord should be teleported to Legendary Earth. :)

FATDRAGONGAMES

Monday, 9th April, 2007, 08:22 PM

Quote:

*Originally Posted by **Col_Pladoh***

Why Why thank you!

His spirit is alive and flourishing right here in the USA today :]

:mad:

Gary

Sad, but true. I fear the damage will be far worse this time around.

Gray Mouser

Monday, 9th April, 2007, 09:43 PM

Quote:

*Originally Posted by **Col_Pladoh***

The primary appeal of the Druid class from a creative standpoint is that the Romans were so thorough in destroying them and their religion that we know virtually nothing about either :eek:

*Cheers,
Gary*

Hmmm, I thought polytheists and pantheists were supposed to be more accepting of diversity than monotheists. Yet another shattered presumption! :(

;)

BTW, wasn't there at one point a Part XIII to this Q&A thread? What everhappened to old number 13? Is it now defunct?

Gray Mouser

HeavenShallBurn

Monday, 9th April, 2007, 09:57 PM

Quote:

*Originally Posted by **Gray Mouser***

Hmmm, I thought polytheists and pantheists were supposed to be more accepting of diversity than monotheists. Yet another shattered presumption!

Generally only in so far as doing so didn't harm them. The druids weren't just priests they were the group responsible for holding the collective cultural history and commanded great political power within Celtic society. When Rome began moving into the lands of the Gauls and Celts they found that resistance centered around the Druids. Thus as they advanced they made sure to wipe out any remaining pieces of the religion that would affect their ability to rule the newly conquered territories or provide the nucleus of future unrest and rebellion.

While Romans did have a generally permissive air as to gods individuals worshipped it was always in relation to Rome as a state. They would incorporate foreign gods, mix religious aspects of ceremonies and theology, but only in so far as it didn't threaten their ability to enforce rule over the population. And the traditional gods were always emphasized in their civil aspects to create an atmosphere that encouraged civic behavior and unity. Note the reason that under certain Emperors Christianity tended to be persecuted was less the worship of a different god and more in the refusal to honor the divine entities of the Roman pantheon and traditions in their civic aspect which caused widespread suspicion as to their loyalty to the Roman state.

That's really probably as far as I can go without moving beyond historic issues into purely religious ones that aren't really for these boards.

By the way Col_Playdoh found a trade paperback omnibus of older Gord books in the used bookstore and must say you write a helluva story.

Hypersmurf

Monday, 9th April, 2007, 10:58 PM

Quote:

*Originally Posted by **wildwood72***

**nod* The art (or pieces of it, at any rate) were re-used by TSR in several products, most notably as the art for more Spellfire card game cards than you might think possible (Gord was used as an image of a hero, the chariot for a spell, the green dragon as a monster card, unknown dragon rider/Robliar? was enlarged and used as another champion, etc. - I think 7 or 8 cards were illustrated from that 1 painting). The same was done to the cover art of Artifact of Evil (most notably, the blue glow around the Cataboligne demon was used as the illustration for a faerie fire spell card, IIRC).*

Wait, what? There was no chariot, no dragon, and no dragon-rider on the cover of Saga of Old City! And there was no Cataboligne and no blue glow on the cover of Artifact of Evil!

I'm looking at my copy of Saga of Old City right now, and nary a chariot nor a dragon to be seen - it's Gord facing off against a blue-glowy Cataboligne!

-Hyp.

Gray Mouser

Tuesday, 10th April, 2007, 12:56 AM

Quote:

Originally Posted by **HeavenShallBurn**

Generally only in so far as doing so didn't harm them. The druids weren't just priests they were the group responsible for holding the collective cultural history and commanded great political power within Celtic society. When Rome began moving into the lands of the Gauls and Celts they found that resistance centered around the Druids. Thus as they advanced they made sure to wipe out any remaining pieces of the religion that would affect their ability to rule the newly conquered territories or provide the nucleus of future unrest and rebellion.

While Romans did have a generally permissive air as to gods individuals worshipped it was always in relation to Rome as a state. They would incorporate foreign gods, mix religious aspects of ceremonies and theology, but only in so far as it didn't threaten their ability to enforce rule over the population. And the traditional gods were always emphasized in their civil aspects to create an atmosphere that encouraged civic behavior and unity. Note the reason that under certain Emperors Christianity tended to be persecuted was less the worship of a different god and more in the refusal to honor the divine entities of the Roman pantheon and traditions in their civic aspect which caused widespread suspicion as to their loyalty to the Roman state.

That's really probably as far as I can go without moving beyond historic issues into purely religious ones that aren't really for these boards.

Why, I do believe you missed the winking emoticon in my post :D Actually, in my field I have to be extremely conversant with historical-religious information.

Of course, for a more modern example I could've just mentioned the continuing Hindu attacks on Christians in India.

Gray Mouser

Gray Mouser

Tuesday, 10th April, 2007, 01:11 AM

Anyway, to kind of get back on toic, does anyone remember a Part XIII to this Q&A thread? What happened to it?

Gray Mouser

mordelack

Tuesday, 10th April, 2007, 01:41 AM

Quote:

Originally Posted by **tylerthehobo**

Well, I know a lot of us are looking forward to more Gord. Good luck with it, Gary. I hope we see more Gord not just in novel form but also shorter pieces in Dragon and such. :)

More Gord is on the way as soon as Gary checks his email and reads a revised version it!

Then once he works a bit more of his magic on the yarn a printed version might soon follow.

A new Gord novel? I would be extremely willing that embark down that road. Gary and I would just have to come up with a good springboard for it first and find a willing publisher.

Perhaps Gord vs. Drizzt in Act I, Gord vs. Raistlin in Act II, and Gord vs. Elminster in Act III?
Just kidding! Seriously, just kidding. No really, I mean it, it was only a joke, no such book will come to light.

K.R.Bourgoine

tylerthehobo

Tuesday, 10th April, 2007, 01:53 AM

Quote:

Originally Posted by **mordelack**

More Gord is on the way as soon as Gary checks his email and reads a revised version it!

Then once he works a bit more of his magic on the yarn a printed version might soon follow.

*<snip>
K.R.Bourgoine*

NICE! I still remember flipping through my brother's gord books as a kid...awesome...

HeavenShallBurn

Tuesday, 10th April, 2007, 04:39 AM

Quote:

Originally Posted by **Gray Mouser**

Why, I do believe you missed the winking emoticon in my post :D

Possibly :D

And on topic I recall seeing it earlier but it went away. I'd say the Great Crash ate it, but I think it was after the crash.

Thurbane

Tuesday, 10th April, 2007, 11:07 AM

Quote:

Originally Posted by **Hypersmurf**

Wait, what? There was no chariot, no dragon, and no dragon-rider on the cover of Saga of Old City! And there was no Cataboligne and no blue glow on the cover of Artifact of Evil!

I'm looking at my copy of Saga of Old City right now, and nary a chariot nor a dragon to be seen - it's Gord facing off against a blue-glowy Cataboligne!

-Hyp.

I used to have a poster of that somewhere... :)

Col_Pladoh

Tuesday, 10th April, 2007, 04:44 PM

Quote:

Originally Posted by **Voadam**

I'm sure there are also plenty of opportunities for Gord to enter demiplanes or such at various points in his career, planes where time does not pass the same and creatures within do not age.

There is, after all, a literary tradition of people entering timeless fey domains for long periods of time only to emerge and find that only a night has passed.

That is so. Following fays into their passage under a rock brings one to fairyland where the beautiful females beguile one.

:lol:

Gary

Col_Pladoh

Tuesday, 10th April, 2007, 04:46 PM

Quote:

Originally Posted by **dcas**

Obviously Gord should be teleported to Lejendary Earth. :)

The miliew of LEarth is not suitable for the premises upon which the Gord yarns were constructed...

Cheers,

Gary

Col_Pladoh

Tuesday, 10th April, 2007, 04:49 PM

Quote:

Originally Posted by **FATDRAGONGAMES**

Sad, but true. I fear the damage will be far worse this time around.

I do concur. I have been harping on this for a couple of years now on both my talk lists.

Sadly, politics are forbidden here :\

Cheers,

Gary

Col_Pladoh

Tuesday, 10th April, 2007, 04:53 PM

Quote:

Originally Posted by **Gray Mouser**

Hmmm, I thought polytheists and pantheists were supposed to be more accepting of diversity than monotheists. Yet another shattered presumption! :(

;)

BTW, wasn't there at one point a Part XIII to this Q&A thread? What everhappened to old number 13? Is it now defunct?

Gray Mouser

the Romans were generally tolerant, but they found the Druidical religion so abhorrant as to exterminate it... more totally than they did the Carthaginian one.

When these boards crashed many months back a thread was totally zapped. Perhaps it was Part XIII. I don't remember that clearly.

Cheers,
Gary

Col_Pladoh

Tuesday, 10th April, 2007, 04:58 PM

HeavenShallBurn,

The short answer is that the Romans did not approve of human sacrifices to gods, despite their incredible barbarity in regards to the shows held in the coliseum.

Thanks for the good words regarding my S&S yarns :)

Cheers,
Gary



Gary Gygax Q&A: Part XII

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Col_Pladoh

Tuesday, 10th April, 2007, 05:02 PM

Quote:

Originally Posted by **mordelack**

...

...

Perhaps Gord vs. Drizzt in Act I, Gord vs. Raistlin in Act II, and Gord vs. Elminster in Act III?
Just kidding! Seriously, just kidding. No really, I mean it, it was only a joke, no such book will come to light.

K.R.Bourgoine

:mad:

Anyone care to step up and take Bourgoine's place as my co-author?

:lol: :p :lol:

Gary

JRRNeiklot

Tuesday, 10th April, 2007, 06:58 PM

Heh, I remember reading somewhere that shortly after TSR asked Mark Antony to write a Drzzt novel, R. A. Salvatore sent them a short story wherein Drizzt trips over his shoelaces, falls in a pit, breaks both legs, and dies from exposure. :p

Henry

Tuesday, 10th April, 2007, 07:01 PM

Quote:

Originally Posted by **Col_Pladoh**

When these boards crashed many months back a thread was totally zapped. Perhaps it was Part XIII. I don't remember that clearly.

To clarify, approx. five months of threads from Jan 2006 to May 2006 were lost in a catastrophic forum & backup failure. :(

And to remind Gary, if you ever feel like there needs to be a new thread for a shorter size, let us know. It doesn't affect the servers one way or another, but if it helps you out we're on it.

Col_Pladoh

Tuesday, 10th April, 2007, 08:58 PM

Quote:

Originally Posted by **JRRNeiklot**

Heh, I remember reading somewhere that shortly after TSR asked Mark Antony to write a Drzzt novel, R. A. Salvatore sent them a short story wherein Drizzt trips over his shoelaces, falls in a pit, breaks both legs, and dies from exposure. :p

:eek:

:lol:

Gary

Col_Pladoh

Tuesday, 10th April, 2007, 09:00 PM

Quote:

Originally Posted by **Henry**

To clarify, approx. five months of threads from Jan 2006 to May 2006 were lost in a catastrophic forum & backup failure. :(

And to remind Gary, if you ever feel like there needs to be a new thread for a shorter size, let us know. It doesn't affect the servers one way or another, but if it helps you out we're on it.

Okay, I suppose it would be a good idea if I started a new thread :D

Cheers,
Gary

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